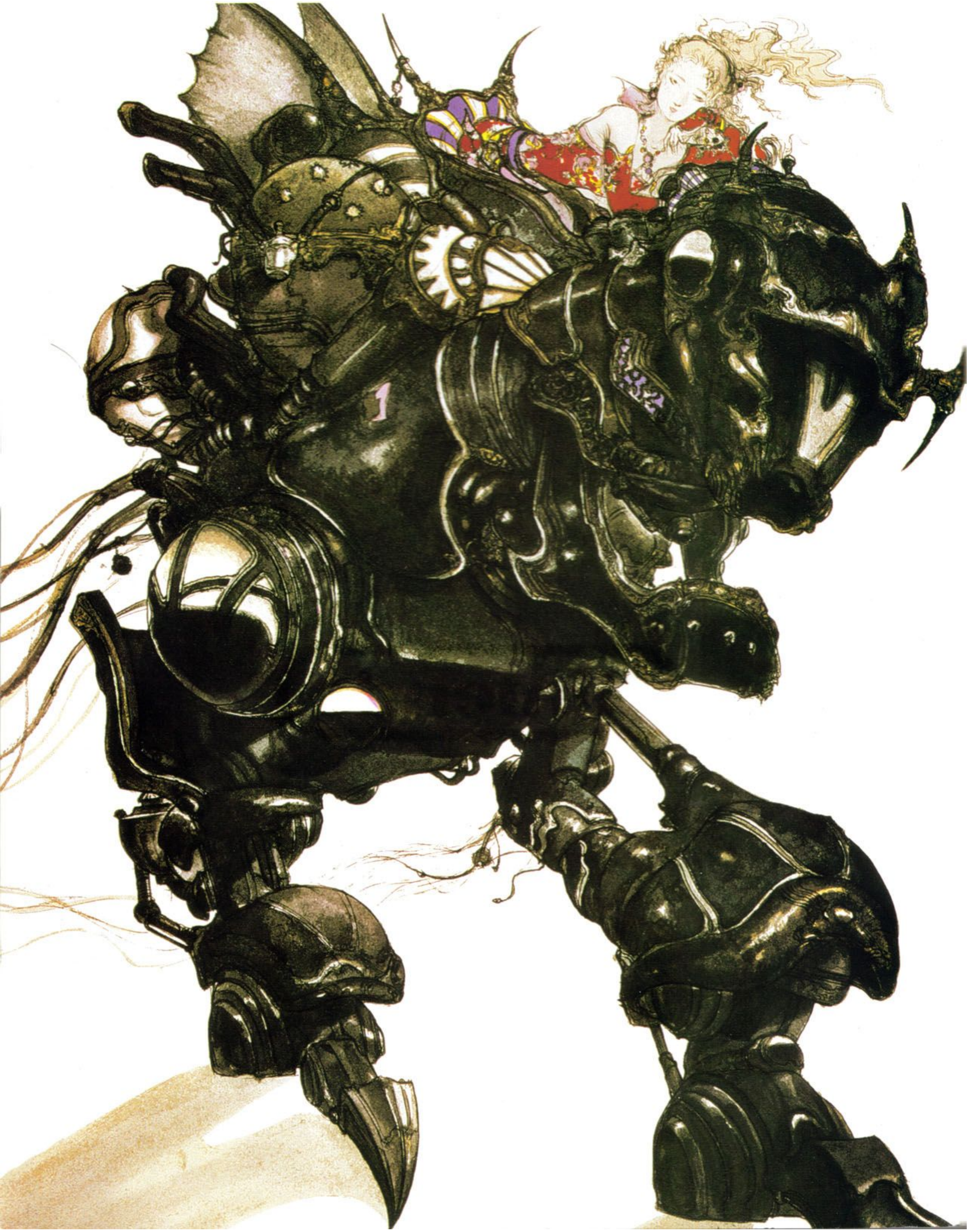
FINAL FANTASY® III

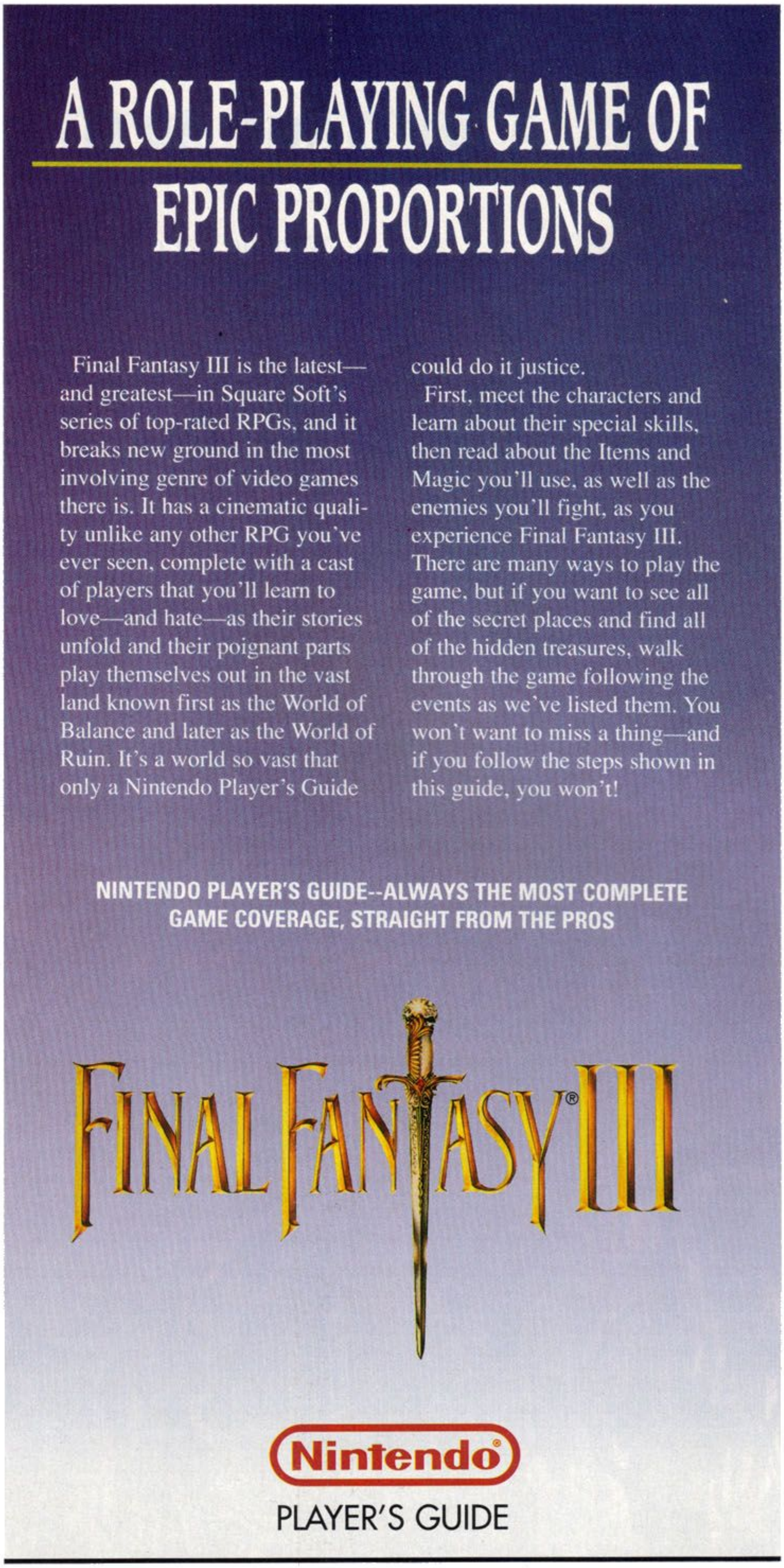
Nintendo®

PLAYER'S GUIDE

Official Nintendo® Seal of Quality ®

The complete Player's Guide to Final Fantasy III —straight from the pros at Nintendo





A ROLE-PLAYING GAME OF EPIC PROPORTIONS

Final Fantasy III is the latest—and greatest—in Square Soft's series of top-rated RPGs, and it breaks new ground in the most involving genre of video games there is. It has a cinematic quality unlike any other RPG you've ever seen, complete with a cast of players that you'll learn to love—and hate—as their stories unfold and their poignant parts play themselves out in the vast land known first as the World of Balance and later as the World of Ruin. It's a world so vast that only a Nintendo Player's Guide could do it justice.

First, meet the characters and learn about their special skills, then read about the Items and Magic you'll use, as well as the enemies you'll fight, as you experience Final Fantasy III. There are many ways to play the game, but if you want to see all of the secret places and find all of the hidden treasures, walk through the game following the events as we've listed them. You won't want to miss a thing—and if you follow the steps shown in this guide, you won't!

NINTENDO PLAYER'S GUIDE--ALWAYS THE MOST COMPLETE GAME COVERAGE, STRAIGHT FROM THE PROS

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PROLOGUE

RUMORS OF MAGIC,

With the War of the Magi but a distant and fading memory, and magic itself long absent from the world, technology has sprung forth as the power of the future. Machines of many sorts have found their ways from drawing boards to city streets, and ever-new inventions fall fast upon the heels of technological advancement. But as history has proved, time and time again, when technology offers new power, some will grasp that power and twist it to serve themselves. In this case, the Empire has harnessed the power of advanced technology to create fighting machines stronger than anyone has ever seen. And while these machines alone could control the world, power-hungry generals can only imagine how great their power would be were they able to harness the mystic energies of magic.

MARVELS OF SCIENCE

CONTENTS

THE CAST 4
TIPS & TRICKS PART 1 12
PART 1: THE WORLD OF BALANCE 13

EVENT 1........14
EVENT 2........18
EVENT 3........20
EVENT 4........24
EVENT 5........28
EVENT 6........30
EVENT 7........32
EVENT 8........33
EVENT 9........34
EVENT 10......35
EVENT 11......36
EVENT 12......38
EVENT 13......42
EVENT 14......44
EVENT 15......46
EVENT 16......48
EVENT 17......50
EVENT 18......51
EVENT 19......52
EVENT 20......53
EVENT 21......54
EVENT 22......55
EVENT 23......56
EVENT 24......57
EVENT 25......58
EVENT 26......60
EVENT 27......61
EVENT 28......62
EVENT 29......63
EVENT 30......64
EVENT 31......65
EVENT 32......66
EVENT 33......67
EVENT 34......70
EVENT 35......72
EVENT 36......72
EVENT 37......73
EVENT 38......74
EVENT 39......76
EVENT 40......78

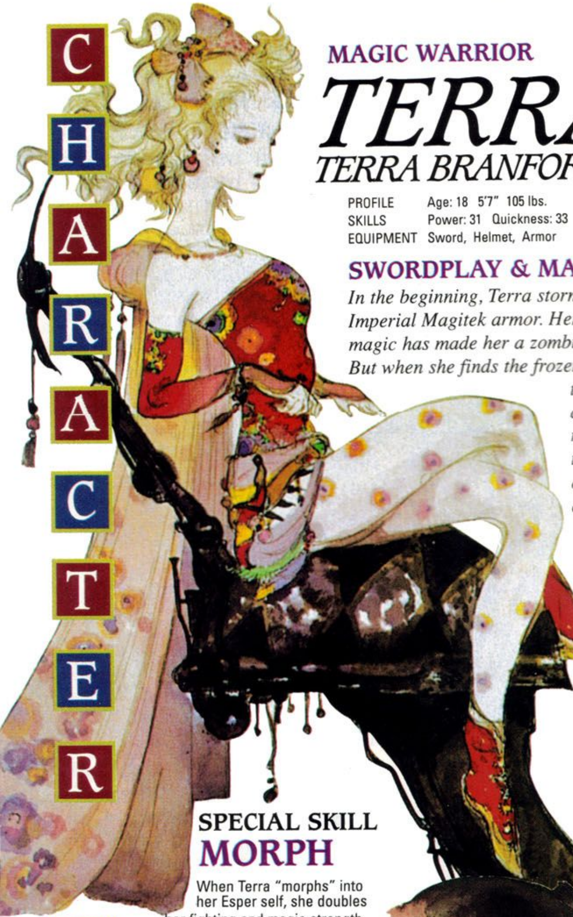
FINAL FANTASY® III

TIPS & TRICKS PART 2 80
PART 2: THE WORLD OF RUIN 81

EVENT 1 82
EVENT 2 83
EVENT 3 84
EVENT 4 85
EVENT 5 86
EVENT 6 86
EVENT 7. 87
EVENT 8 88
EVENT 9 89
EVENT 10 90
EVENT 11 91
EVENT 12 92
EVENT 13 94
EVENT 14 94
EVENT 15 96
EVENT 16 97
EVENT 17 98
EVENT 18 99
EVENT 19 100
EVENT 20 102
EVENT 21 104
EVENT 22 105
EVENT 23 106
EVENT 24 107
EVENT 25 108
EVENT 26 110
EVENT 27 114
EVENT 28 116
EVENT 29 120
EVENT 30 121
EVENT 31 122

TIPS & TRICKS PART 3 130
USING MAGIC 132
ITEMS 136
WEAPONS 138
ARMOR 140
ESPERS 142
ENEMIES 144
THE COLOSSEUM 150
SPECIAL ATTACKS. 152
SPECIAL STRATEGIES. 156

CHARACTER GUIDE



MAGIC WARRIOR

TERRA

TERRA BRANFORD

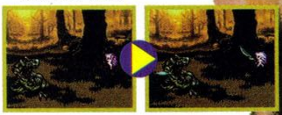
PROFILE	Age: 18 5'7" 105 lbs.
SKILLS	Power: 31 Quickness: 33 Magic: 39 Strength: 28
EQUIPMENT	Sword, Helmet, Armor

SWORDPLAY & MAGIC

In the beginning, Terra storms into Narshe in Imperial Magitek armor. Her ability to use magic has made her a zombie for the Empire. But when she finds the frozen Esper, her world takes a strange twist and she becomes a rebel. The success of the Returners depends on Terra and her half-esper powers.

SPECIAL SKILL
MORPH

When Terra "morphs" into her Esper self, she doubles her fighting and magic strength. The morphing process takes one turn, just like using a spell. After a battle, she automatically reverts to Terra.



TREASURE HUNTER

LOCKE

LOCKE COLE

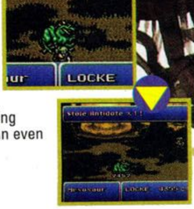
PROFILE	Age: 25 5'9" 147 lbs.
SKILLS	Power: 37 Quickness: 40 Magic: 28 Strength: 31
EQUIPMENT	Dagger, Sword, Plain Sword, Helmet, Light Mail

SWORDPLAY & STEALING

Locke plays the suave adventurer and proclaims himself to be a treasure hunter, but others regard him as a thief. But his past is not without pain and tragedy. His skills at appropriating items will save your party money and effort. He remains a constant and true companion through most of your journey.

SPECIAL SKILL
STEAL

Locke's ability to steal items from enemies is handy most of the time and absolutely vital at other times. In addition to stealing potions and weapons, Locke can even steal clothes.



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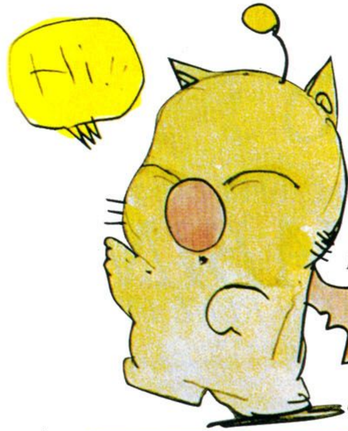


MOOGLE
MOG

PROFILE	Age: 11 4' 94 lbs.
SKILLS	Power: 12 Quickness: 14
	Magic: 33 Strength: 12
EQUIPMENT	Spear, Hat, Light Armor

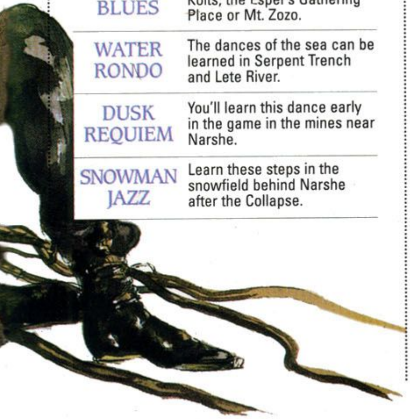
FIGHTING & DANCING

Most Moogles lead peaceful lives, but now that the Empire threatens all the land, Mog and his brothers know they must help. When Mog joins your party midway in the game, he must still learn many of his powerful dancing attacks.

SPECIAL SKILL DANCE

Mog learns new dances by fighting in new settings. Each type of terrain contributes to Mog's repertoire. Once Mog joins you, travel around and learn all the dances.

WIND SONG	The wind over the grassy plains teaches Mog this dangerous dance.
FOREST SUITE	Go to the regular forest areas or Phantom Forest to learn this dance.
DESERT ARIA	Mog learns the steps to this lonely melody amidst the desert sands.
LOVE SONATA	Fight in Narshe or the Opera House after the collapse to learn this.
EARTH BLUES	Mog learns this attack at Mt. Kolts, the Esper's Gathering Place or Mt. Zozo.
WATER RONDO	The dances of the sea can be learned in Serpent Trench and Lete River.
DUSK REQUIEM	You'll learn this dance early in the game in the mines near Narshe.
SNOWMAN JAZZ	Learn these steps in the snowfield behind Narshe after the Collapse.

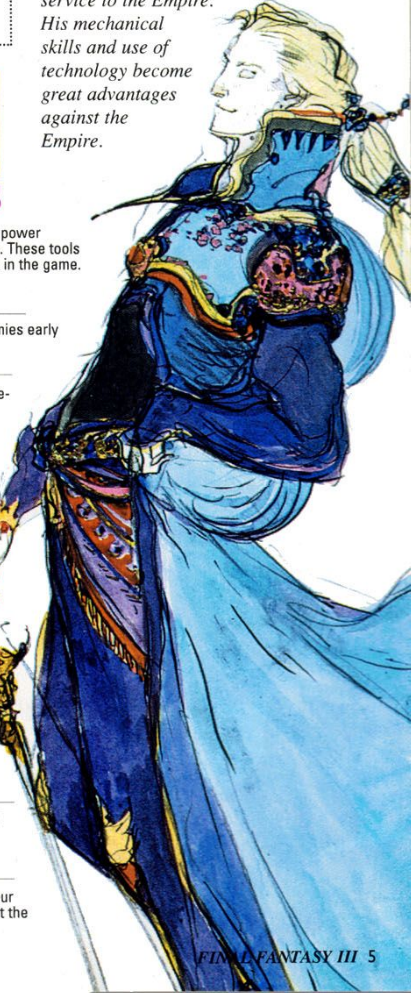


MECHANIC
EDGAR
EDGAR RONI FIGARO

PROFILE	Age: 27 6'2" 169 lbs.
SKILLS	Power: 39 Quickness: 30
	Magic: 29 Strength: 34
EQUIPMENT	Spear, Sword, Knight Sword, Helmet, Armor

SWORDPLAY & POWER TOOLS

King Edgar of Figaro secretly supports the Returners while paying lip service to the Empire. His mechanical skills and use of technology become great advantages against the Empire.



SPECIAL SKILL TOOLS

Select Edgar's Tool command to access the power tools and weapons that he uses on enemies. These tools make for some of the most powerful attacks in the game.

AUTO CROSSBOW
A useful weapon for attacking multiple enemies early in the game.

BIO BLAST
The Bio Blast is a gas that covers all the enemies with a noxious cloud.

FLASH
When Edgar unleashes the Flash, it emits a powerful beam of light that drains HP from the enemy.

NOISE BLASTER
The mind-numbing sound of the Noise Blaster confuses your enemies.

DRILL
The diamond bit of the Drill powers through one enemy at a time with incredible force.

DEBILITATOR
Edgar uses the Debilitator to give a strong enemy a weakness that others can exploit.

CHAIN SAW
Once Edgar puts on his hockey mask, stand back. The Chain Saw cuts through almost everyone.

AIR ANCHOR
What better way to win than by inducing your enemies to destroy themselves? That's what the Air Anchor does.

KNIGHT

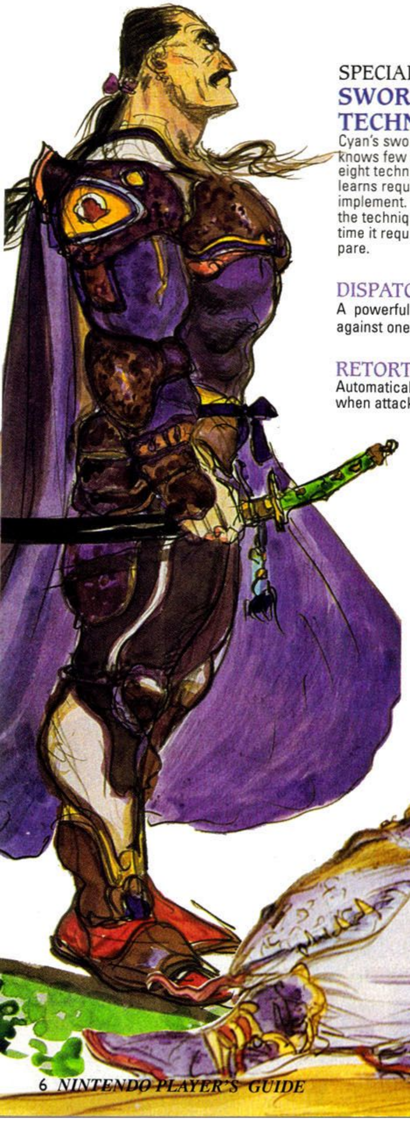
CYAN

CYAN GARAMONDE

PROFILE Age: 50 5'10" 158 lbs.
SKILLS Power: 40 Quickness: 28
Magic: 25 Strength: 32
EQUIPMENT Katana, Helmet, Armor

SWORDPLAY

Brave Cyan loses his family in the horrible poisoning at Doma, but he doesn't lose his nerve. Alone, he sets out to attack the Empire! You'll turn his powerful sword to the good of the Returners and the world.



SPECIAL SKILL

SWORD TECHNIQUE

Cyan's swordsmanship knows few bounds. The eight techniques he learns require time to implement. The higher the technique the more time it requires to prepare.

DISPATCH
A powerful attack against one foe.

RETORT
Automatically strike back when attacked.

SLASH
The amazing Slash attack earns HP for you.

QUADRA SLAM
Cyan slams one or more enemies with four mighty swings.

EMPOWERER
Not only will you damage foes, you'll take their MP, as well.

STUNNER
Stop all your enemies in their tracks, at least for awhile.

QUADRA SLICE
Expect twice the damage of the Quadra Slam with this move.

CLEAVE
The most powerful, multi-foe attack from Cyan's sword.

BLACKBELT

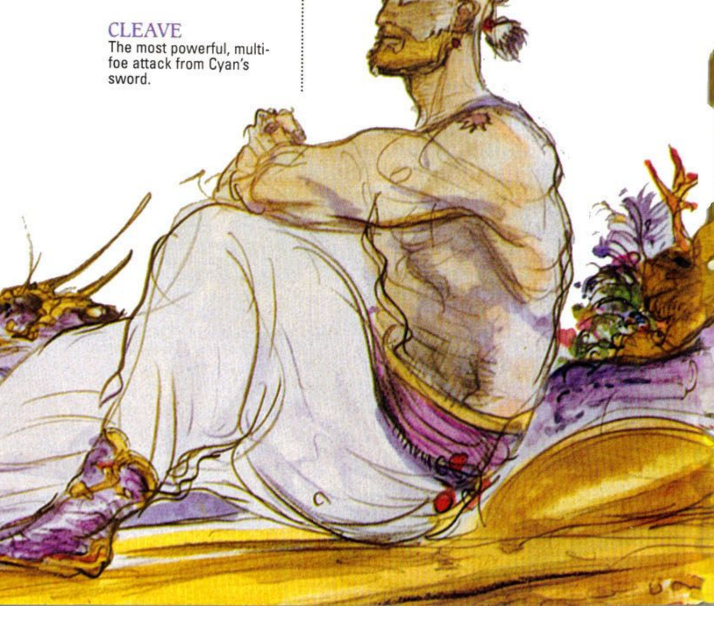
SABIN

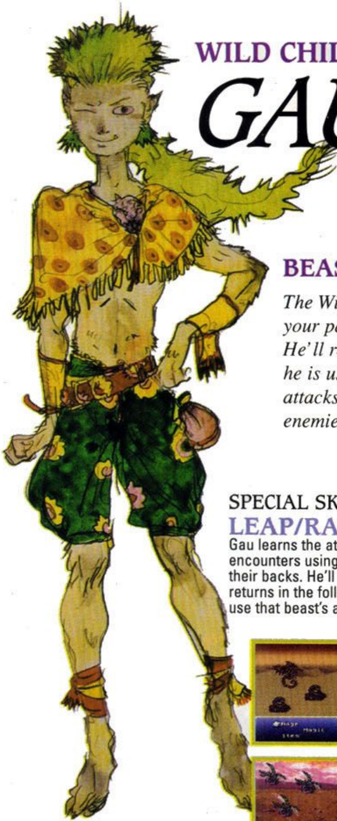
SABIN RENE FIGARO

PROFILE Age: 27 6'3" 233 lbs.
SKILLS Power: 47 Quickness: 37 Magic: 28 Strength: 39
EQUIPMENT Knuckles, Hat, Light Armor

MARTIAL ARTS

King Edgar's brother has studied the ways of the martial arts masters and now he possesses awesome physical skills. After the battle on Mt. Kolts, Sabin becomes one of the most valuable members of your party. His Blitz technique requires dexterity, but the attacks are powerful enough to overthrow many enemies with one hit.





WILD CHILD

GAU

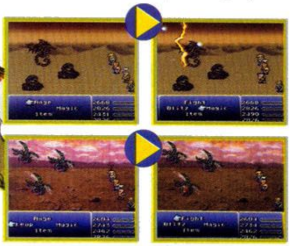
PROFILE Age: 13 5'3" 169 lbs.
SKILLS Power: 15 Quickness: 16
Magic: 21 Strength: 14
EQUIPMENT Hat, Light Armor

BEAST ATTACKS

The Wild Boy of the Veldt, Gau, joins your party if you feed him some meat. He'll reward you with a great prize, but he is useful as an ally, too. Gau's Rage attacks can slash through unsuspecting enemies with amazing force.

SPECIAL SKILL
LEAP/RAGE

Gau learns the attacks of the creatures he encounters using the Leap command to jump on their backs. He'll ride off then, but when he returns in the following battle he'll be able to use that beast's attack through the Rage option.



RUNE KNIGHT

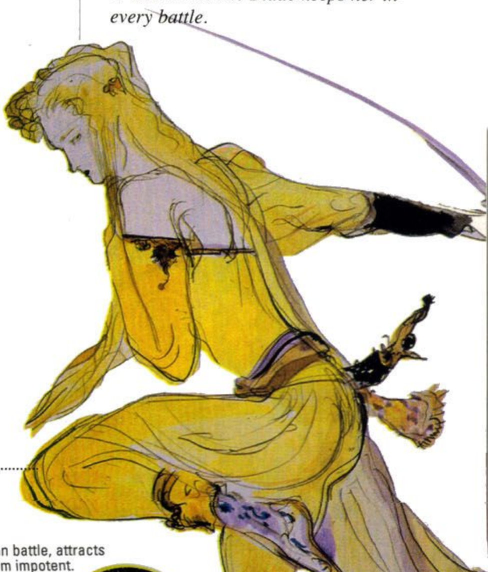
CELES

CELES CHERE

PROFILE Age: 18 5'9" 165 lbs.
SKILLS Power: 31 Quickness: 31
Magic : 29 Strength : 31
EQUIPMENT Sword, Knight Sword, Helmet, Armor

EX-IMPERIAL GENERAL

When you first meet Celes, she is an Imperial prisoner, but it turns out that she was once one of the Empire's generals. As an ally, she is a strong fighter and her Runic Blade keeps her in every battle.



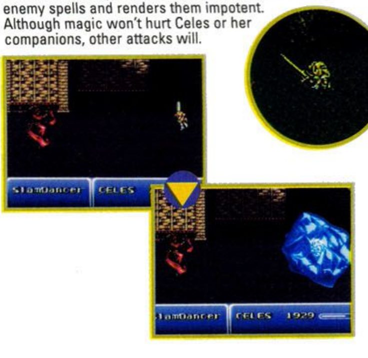
SPECIAL SKILL BLITZ

Activate the Blitz commands once you've learned them using the following Controller codes. If you make a mistake while entering the code, the Blitz won't work. This element of dexterity makes Sabin a risky character to use. On the other hand, the Blitz attacks are very strong.

Pummel	← → ←
Aura Bolt	↓ ↙ ←
Suplex	X Y ↓ ↑
Fire Dance	← ↙ ↓ ↘ →
Mantra	R L R L X Y
Air Blade	↑ ↗ → ↘ ↓ ↙ ←
Spiraler	R L X Y → ←
Bum Rush	← ↖ ↑ ↗ → ↘ ↓ ↙ ←

SPECIAL SKILL
RUNIC

The Runic Blade, when used in battle, attracts enemy spells and renders them impotent. Although magic won't hurt Celes or her companions, other attacks will.



GAMBLER

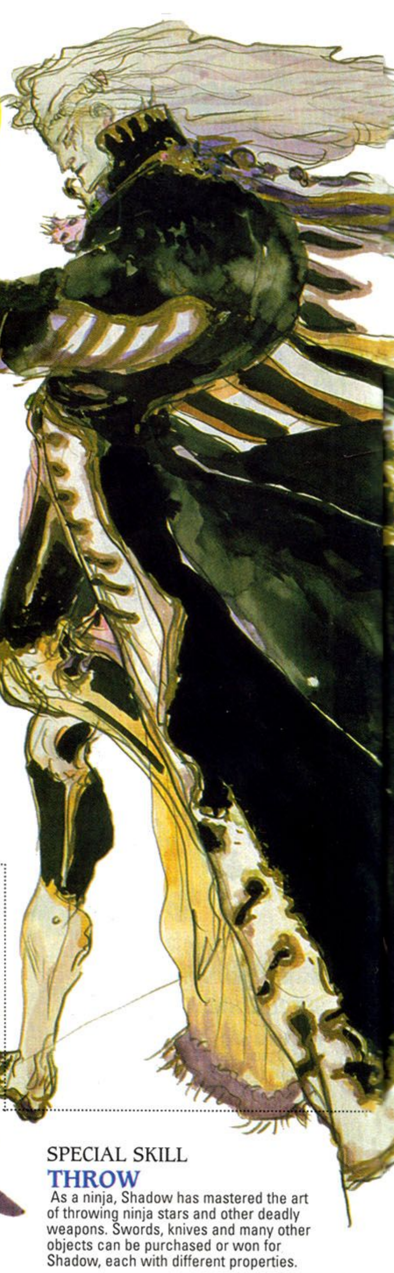
SETZER

SETZER GABBIANI

PROFILE Age: 27 5'9" 136 lbs.
SKILLS Power: 32 Quickness: 32
Magic: 28 Strength: 31
EQUIPMENT Cards, Dice, Helmet, Armor

SPECIAL SKILL **SLOT**

Setzer's Slot attack uses a slot machine to randomly select attacks. Combinations of three symbols result in powerful attacks, but using Slot is always a gamble.



ODDS PLAYER

He's a rich adventurer and risk-taker. Setzer's main contribution to the cause is his Airship, but his fighting skills and special Slot attack prove valuable, too.

7-FLUSH
If the 7-Flush shows up on the Slot, the entire enemy party is defeated.

JOKER DOOM
The joke's on you when the Jokers show up. Everyone loses!

LAGOMORPH
Even losing spins without combinations will earn some hit points.

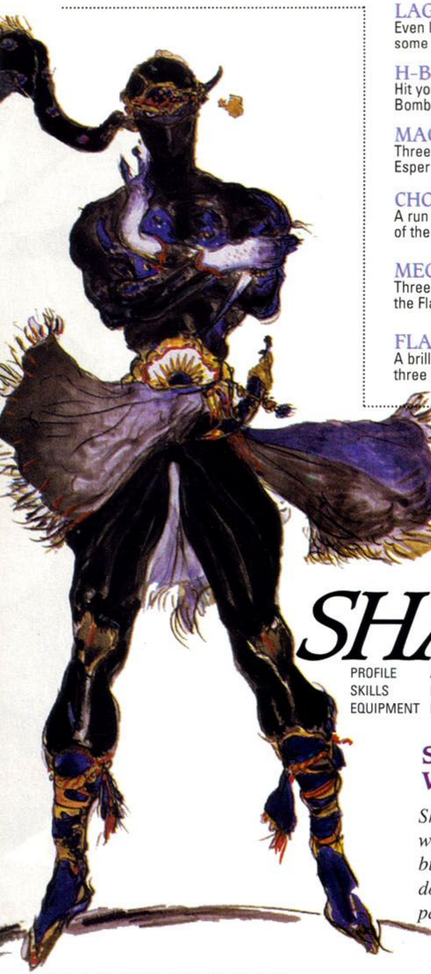
H-BOMB
Hit your foe with an explosive attack with three Bombs on the Slot.

MAGICITE
Three bars produce an Esper at random. The Esper then attacks.

CHOCOBOP
A run of Chocobo symbols results in a stampede of the big birds.

MEGA FLARE
Three silver birds results in an attack similar to the Flare Spell.

FLASH
A brilliant blast of light shatters opponents when three diamonds appear.



NINJA

SHADOW

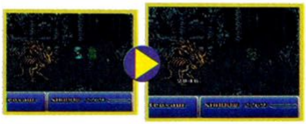
PROFILE Age: Unknown 5'10" 145 lbs.
SKILLS Power: 39 Quickness: 38 Magic: 33 Strength: 30
EQUIPMENT Ninja Sword, Hat, Light Armor

STEALTH & THROWING WEAPONS

Shadow, the lonely ninja, travels the world selling his skills to the highest bidder. His only trusted companion is his dog, Interceptor, who can also help your party. Shadow comes and goes at will.

SPECIAL SKILL **THROW**

As a ninja, Shadow has mastered the art of throwing ninja stars and other deadly weapons. Swords, knives and many other objects can be purchased or won for Shadow, each with different properties.



ARTIST

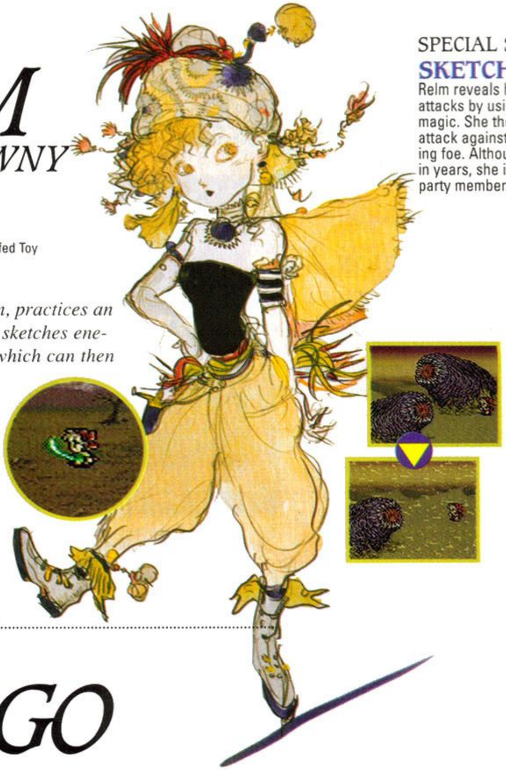
RELM

RELM ARROWNY

PROFILE	Age: 10 5' 88 lbs.
SKILLS	Power: 10 Quickness: 13
	Magic: 34 Strength: 11
EQUIPMENT	Paint Brush, Rod, Hat, Stuffed Toy

SKETCHING

Strago's granddaughter, Relm, practices an unusual brand of magic. She sketches enemies and learns their skills, which can then be turned against them. She also befriends Interceptor and the bond between girl and dog leads to a dramatic rescue in a burning house.



SPECIAL SKILL

SKETCH

Relm reveals her enemies' attacks by using the Sketch magic. She then uses that attack against the unsuspecting foe. Although she is young in years, she is still a strong party member.

LORE MASTER

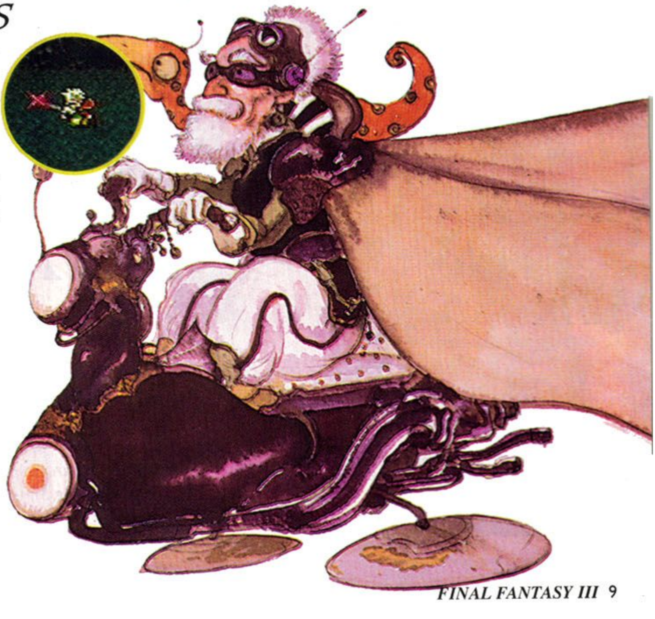
STRAGO

STRAGO MAGUS

PROFILE	Age: 70 4'11" 94 lbs.
SKILLS	Power: 9 Quickness: 9
	Magic: 31 Strength: 9
EQUIPMENT	Rod, Hat, Stuffed Toy, Lore

MAGIC & LORE

The villagers of Thamasa all have magical abilities, but Strago is the most powerful of them. He can learn the spells of enemies and use them, but he must first feel their effects in battle.



SPECIAL SKILL **LORE**

Once he's felt the bite of enemy spells, Strago can access them through the Lore command and send them or other Lore spells back at the enemies who attacked him.

THE MIMIC

GOGO

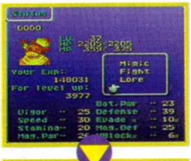
PROFILE	Age: Unknown 5'5" 132 lbs.
SKILLS	Power: 9 Quickness: 14
	Magic: 26 Strength: 10
EQUIPMENT	Dagger Rod, Robe, Light Armor

MASTER OF IMITATION

Gogo, an eccentric mimic, resides in a strange place on Triangle Island, but you'll have to search in an unusual fashion to find him. When you encounter a Zone Eater, don't defeat it; instead, let it inhale your party.

SPECIAL SKILL **MIMICRY**

Gogo apes the actions of others. In battle, he copies the moves of the character whose turn comes before his. He can't equip an Esper, but he can copy the spells that the other members learn.



```
Status
GOGO
LV    37
HP  2205/2205
MP   359/ 375
                 Mimic
Your Exp:        Fight
      148031     Lore
For level up:
        3977
              Bat.Pwr   ‥ 23
Vigor   ‥  25 Defense   ‥ 39
Speed   ‥  30 Evade %   ‥ 10%
Stamina‥   20 Mag.Def   ‥ 25
Mag.Pwr‥   2   Block%   ‥  6%
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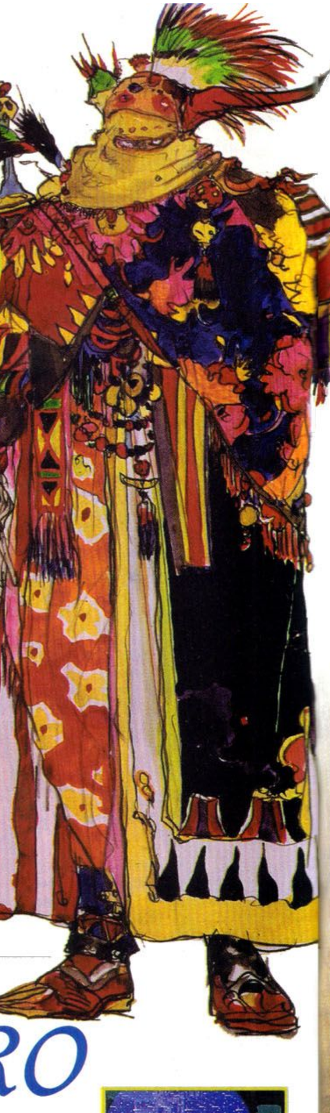


THE YETI

UMARO

PROFILE	Age: 4 6'10" 436 lbs.
SKILLS	Power: 44 Quickness: 21 Magic: 5 Strengh: 46
EQUIPMENT	Bone Club, Snow Muffler

RAGING BEAST

Although he can't use magic, Umaro is the fiercest physical fighter in the game. He's hardly speedy, so use Running Shoes or cast Haste spells to speed up his slow recovery rate.

SPECIAL SKILL **RAGE**

During battle, Umaro falls into a rage. His temper makes him an awesome brawler, but you can't control him when he's enraged. Two Relics are for his exclusive use, the Rage Ring and the Blizzard Orb.

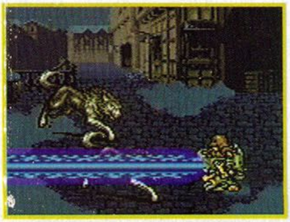
est Rider
UMARO 1615

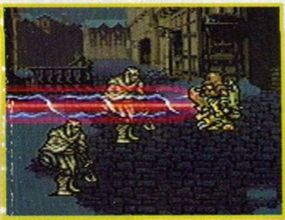
ed Wolf
UMARO 153

MEAN MACHINES

MAGITEK ARMOR

The mechanized body suit that Terra uses at the beginning of the game is Magitek Armor, and you'll be able to equip your party with suits of it later in the game, too. You'll blast your way out of the Empire Encampment by hopping into some vacant suits. The armor is capable of amazing and powerful attacks.





Fire Beam
Warm up those cool enemies by blasting them with powerful Magitek Fire Beams.

Ice Beam
The Magitek Ice Beam can freeze the life right out of enemies. It's a chilling attack.

Bolt Beam
Storm your enemies. Call on the Magitek Bolt Beam to strike enemies with lightning.

Heal Force
Use the Heal Force to replenish your allies' HP. It's usable only during battles.

Bio Blast*
Belt enemies with the Bio Blast to poison them. The poison eats away at their HP.

Confuser*
When you attack with the Confuser, enemies become confused and attack each other.

X-fer*
Use X-fer to send enemies packing. They'll end up far away in a different world.

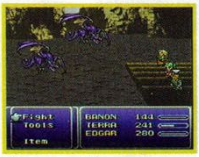
Tek Missile*
When you fire the Tek Missile, a series of blasts will rip through the enemy line.

*Only Terra can use these attacks.

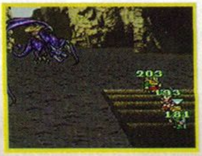
TOP RETURNER

BANON

Although he's the leader of the Returners, Banon is a surprisingly weak fighter. He does, however, have Health, a skill that none of the others has. He can use it to refill HP for the entire party during battle. He joins you for only a brief time early in the game, as you travel from the Returner Hideout to Narshe.



You must get Banon to Narshe alive. Use his Health skill frequently and attack with other members.

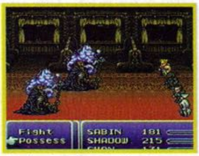


When Banon uses his Health skill, he can replenish the HP of the entire party. He's a good person to have along.

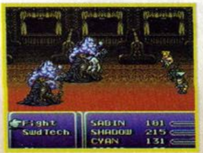
POSSESSORS

GHOSTS

Some of the Ghosts on the Phantom Train will join you, and they're helpful spirits to have along, too. The Ghosts can either fight or Possess. If they Possess an enemy, they will destroy it, but they will disappear when the enemy does. Search for a new Ghost if you lose one in battle. You can have a maximum of two Ghosts in your party.



During battle, the friendly Ghost can opt to fight or Possess. Possess is a powerful attack, but it takes its toll.



If you choose to Possess, you'll be sacrificing the Ghost. If it disappears, search for another on the train.

COLOR CODING KEY FOR MAPS AND CHARACTERS

The maps in this strategy guide have color-coded numbers and letters indicating where you will find things and how maps connect. The name list along the left side of the pages is also color-coded. With the use of this Key, you should be able to make full use of the maps.

EVENT 1 ...... EVENT NUMBER

Terra .... Character must be used
Edgar .... Character shows up
Sabin
Cyan .... Character can be selected
Gau
Shadow .... Character leaves
Celes .... Character is not in this event
Setzer
Strago

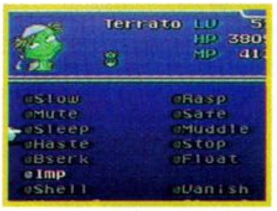
MAP KEY

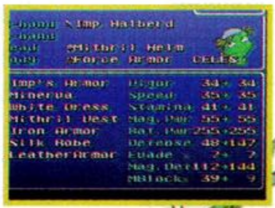
★ SAVE POINTS
● SWITCHES/LEVERS
○ CONNECTION POINTS
● ENEMIES
● ITEMS
● EVENTS

TIPS & TRICKS PART 1

USE THE IMP'S EQUIPMENT

Being turned into an Imp is usually a drag, especially if you're in the middle of a big brawl, but if you equip the right armor and tools, you can use the Imp status to your advantage. Items that you can equip as an Imp include the Imp Halberd, the Tortoise Shield, the Titanium Helmet and the Imp's Armor. Equipping these items will raise your attack and defense powers to their maximum levels, making your character a power to contend with. To get the various pieces of Imp's Equipment, you must either steal from or defeat particular enemies.


Terrato LV 5
HP 380
MP 41
Slow
Mute
Sleep
Haste
Bserk
Imp
Shell
Rasp
Safe
Muddle
Stop
Float
Vanish


Imp Halberd
Mithril Helm
Force Armor
CELES
Imp's Armor
Minerva
White Dress
Mithril Vest
Iron Armor
Silk Robe
LeatherArmor
Vigor 34+ 34
Speed 35+ 35
Stamina 41+ 41
Mag. Pwr 55+ 55
Bat. Pwr 255+255
Defense 48+147
Evade 7+ 7
Mag. Def 112+144
MBlock 39+ 9

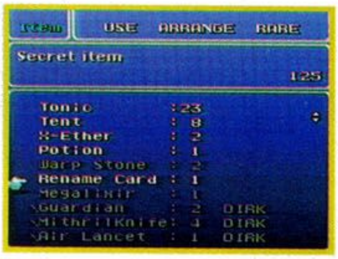
USE WEAPONS FOR MAGIC

Although you must, in most cases, learn magic spells by equipping Espers and earning MP, you can use some spells by simply equipping special weapons or armor. For example, if you obtain and equip the Ice Shield, you'll be able to cast Ice spells. The Flame Shield lets you cast Fire 2 spells and the Thunder Shield lets you cast Bolt 2. Other specialty items let you cast extremely powerful spells such as X-Zone and Ultima. You can't buy any of the weapons that bear magic; you must fight for them, find them, or earn them in some other way. The chart shown below lists the special weapons and the magic they bestow.

ITEM	MAGIC	
Ice Shield	Ice	x 5
Paladin Shield	Ultima	x 1
Force Shield	Shell	x 5
Flame Shield	Fire 2	x 5
Thunder Shield	Bolt 2	x 5
Imp's Armor	Imp	x 1
Tortoise Shield	Imp	x 1
Titanium	Imp	x 1
Cursed Ring	X-Zone	x 5

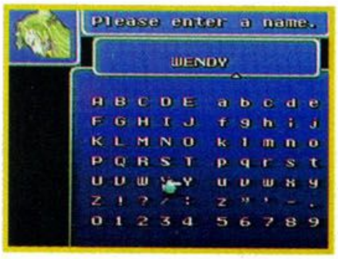
TRADE FOR THE RENAME CARD

The Rename Card is a quirky item that you can trade for at the Colosseum in the World of Ruin. If you wager an Elixir, you'll go up against Cactrot. If you win your match, he'll forfeit the Rename Card. If you'd like, you can use the card to change the name of one of your party members. If you like your characters' names just the way they are, you can bet the Rename Card. When you offer it up as a wager, you'll face the Doom Dragon in the ring. If you beat him, you'll win the Marvel Shoes, a Relic with mysterious powers. If you equip a strong member such as Shadow or Cyan with the Genji Glove and the Offering, you can clean up at the Colosseum.


Item
USE
ARRANGE
RARE

Secret item
125

Tonic :23
Tent : 8
X-Ether : 2
Potion : 1
Warp Stone : 2
Rename Card : 1
Megalixir : 1
Guardian : 2 DIRK
MithrilKnife: 4 DIRK
Air Lancet : 1 DIRK



Please enter a name.

WENDY

A B C D E a b c d e
F G H I J f g h i j
K L M N O k l m n o
P Q R S T p q r s t
U V W X Y u v w x y
Z ! ? / : z " ' - .
0 1 2 3 4 5 6 7 8 9

MP 518/ 592
WENDY
LV 51
HP 3887/3887
MP 581/ 581
SETZER
Equip
Relic
Status
Config
Save

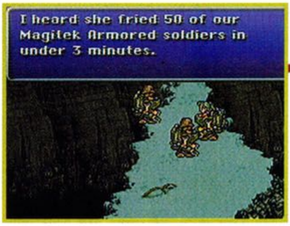
PART 1

THE WORLD OF BALANCE

Your quest begins with Terra, a young woman who has been pressed into the service of the Empire because of her extraordinary powers. Magic has been absent from the world for ages until recently. Now Terra and a few others have appeared along with a strange race of magic-users known as Espers. The first part of this Player's Guide takes you through the events leading up to the terrible collapse of the world. Each event marks one crucial step in the progress of the game. Maps, shop contents and battle strategies are included along with a summary of the story and a checklist of the steps you need to take.

EVENT 1

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro



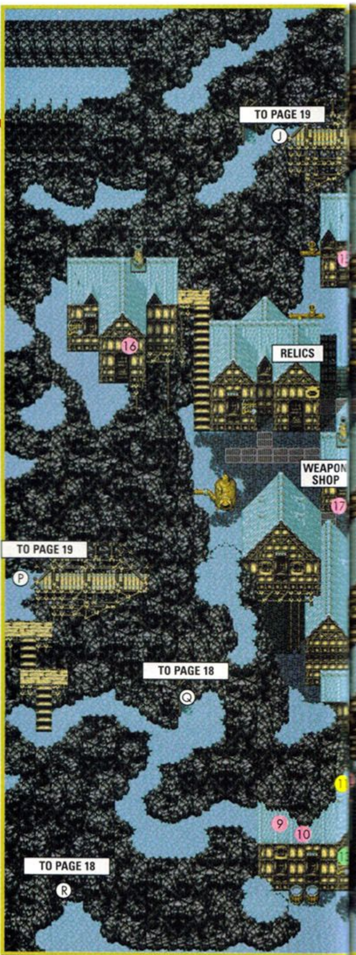
I heard she fried 50 of our Magitek Armored soldiers in under 3 minutes.

NARSHE

The game begins one thousand years after the War of the Magi when an Esper is found in the mountain town of Narshe. Terra and two Imperial soldiers are sent to capture it.

LEARNING TO WALK

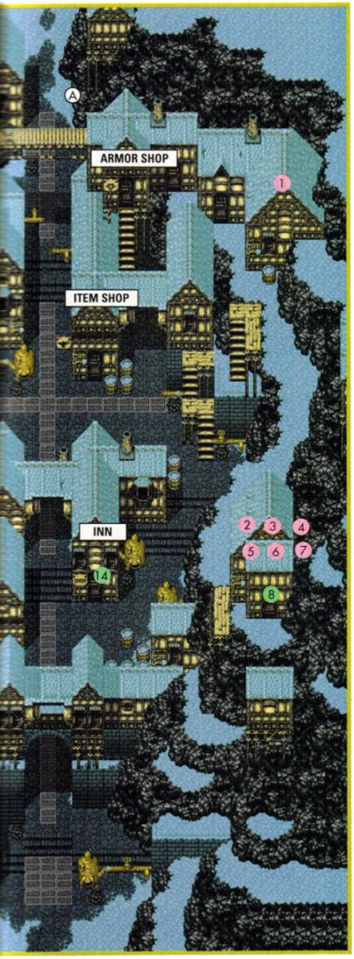
This early stage won't present many difficulties. Much of the time you'll be learning background history by reading dialogue. The battles in Narshe are also simple. With your Magitek armor, there's no way to lose a battle short of doing nothing. Still, pay attention to the story. This is also a good time to experiment with the various battle control options.

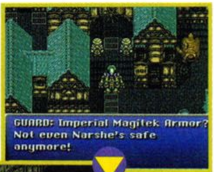


CHECKLIST

① ELIXIR
② 5000 GP
③ EARRING
④ THIEF'S KNIFE
⑤ WALL RING
⑥ SNEAK RING
⑦ HYPER WRIST
⑧ LONE WOLF
⑨ TONIC
⑩ SLEEPING BAG
⑪ MONSTER-IN-A-BOX
⑫ TINCTURE
⑬ RECOVER HP/MP
⑭ RECOVER HP/MP
⑮ CURSED SHIELD (W.O.R.)
⑯ ELIXIR
⑰ RAGNAROK (W.O.R.)

Some Checklist events won't occur until later in the game, and some Checklist items can't be found until later, either. W.O.R. indicates that the items is found, or the event happens, in the World of Ruin.



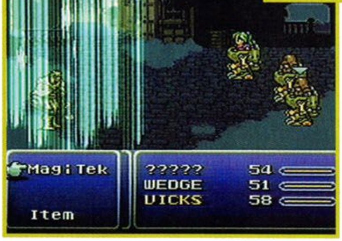

GUARD: Imperial Magitek Armor? Not even Narshe's safe anymore!

Guard
????? 63
WEDGE 62
VICKS 61

FIRST BATTLE AT NARSHE

The guards at Narshe attack Terra and the two soldiers in spite of their Magitek armor. They are no match for you. Since you are limited as to where you can go at this point, just keep moving ahead and defeating the local guards. If you take damage, you can heal yourself using Terra's Cure magic. Wedge and Vicks can't use magic, but Terra can heal them, too.

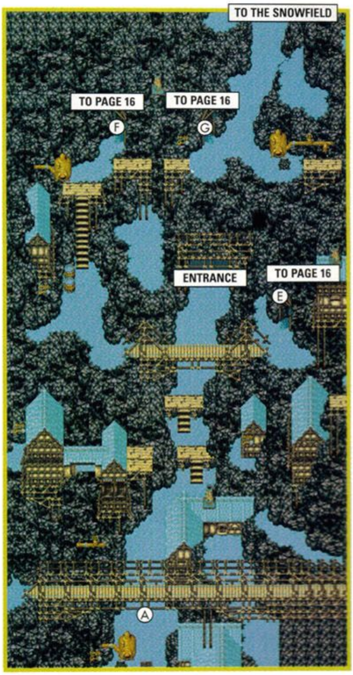
Magi Tek
Magic
Item
????? 54
WEDGE 56
VICKS 61



At this early stage, Terra doesn't know who she is and her name appears as a series of question marks on the status screen. After passing through the mines, you'll be able to learn more about Terra and even give her a name of your choice.

NO ADMITTANCE

You can't enter buildings wearing the bulky Magitek armor, so at this time the shops, inns and other buildings of Narshe will be off-limits. Don't worry. You'll have plenty of opportunities to explore the town later in the game.



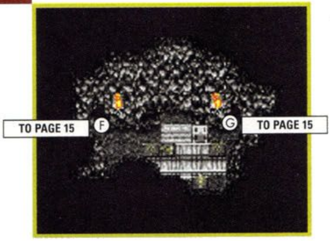
The World of Balance

WEAPON SHOP	
Regal Cutlass	800
Mithril Claw	800
Kotetsu	800
Mithril Pike	800
Air Lancet	950
Flail	2,000
Full Moon	2,500
RELIC SHOP	
Sprint Shoes	1,500
Jewel Ring	1,000
Fairy Ring	1,500
Barrier Ring	500
Mithril Glove	700
True Knight	1,000
ARMOR SHOP	
Mithril Shield	1,200
Magus Hat	600
Bandana	800
Iron Helmet	1,000
Silk Robe	600
Iron Armor	700
ITEM SHOP	
Tonic	50
Potion	300
Tincture	1,500
Soft	200
Fenix Down	500
Smoke Bomb	300
Sleeping Bag	500
Tent	1,200
INN	200

The World of Ruin

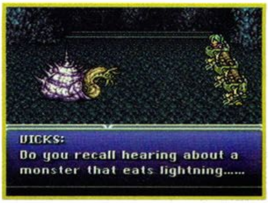
WEAPON SHOP	
Poison Rod	1,500
Trident	1,700
Boomerang	4,500
Morning Star	5,000
Hawk Eye	6,000
Blossom	3,200
RELIC SHOP	
Earring	5,000
Sniper Sight	3,000
Running Shoes	7,000
Wall Ring	6,000
Black Belt	5,000
ARMOR SHOP	
Gold Shield	2,500
Bard's Hat	3,000
Green Beret	3,000
Mithril Helm	2,000
Tiara	3,000
Gold Helmet	4,000
Mithril Mail	3,500
Power Sash	5,000
ITEM SHOP	
Potion	300
Tincture	1,500
Fenix Down	500
Green Cherry	150
Tent	1,200
Fire Skean	500
Water Edge	500
Bolt Edge	500
INN	200

EVENT 1

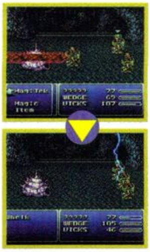


WHELKS AT WAR

The Whelk is your first trial by fire. Although vulnerable when its head protrudes from its shell, the Whelk can't be harmed when it is inside the shell. Don't strike the shell when the Whelk hides. Use the Defense command and wait for it to reappear before resuming battle.

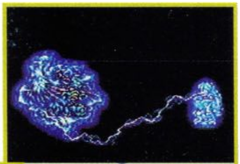


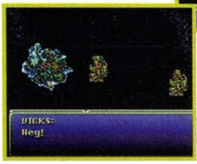
VICKS:
Do you recall hearing about a monster that eats lightning......



THE LIVING ESPER

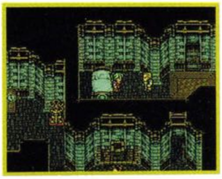
You'll find the Esper after clobbering the Whelk. The soldiers will be lost no matter what you do, but Terra will survive the meeting with Tritoch and awaken in Narshe, no longer under Imperial control.





VICKS:
Hey!

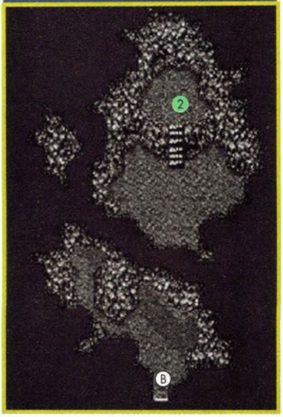
Vicks and Wedge vanish when the Esper awakens and emits a strange light, then Terra is touched by the creature's power and falls unconscious.

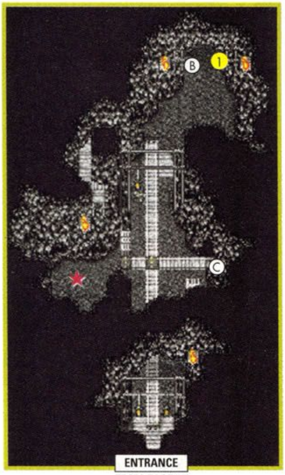


Terra wakes up in the care of an old man who has removed the slave crown that controlled her. Terra can't remember anything of her past, but in time her memory will return. Later, she is cornered by Imperial soldiers.

CHECKLIST

① WHELK
② TRITOCH
③ ICE DRAGON (W.O.R.)
④ RESCUE MOG

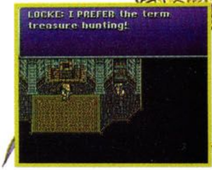




ENTRANCE
FROM PAGE 15

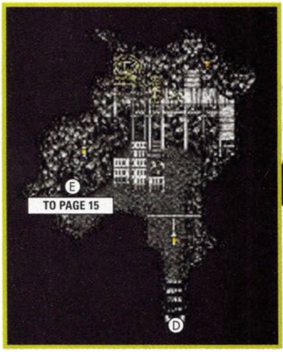
LOCKE

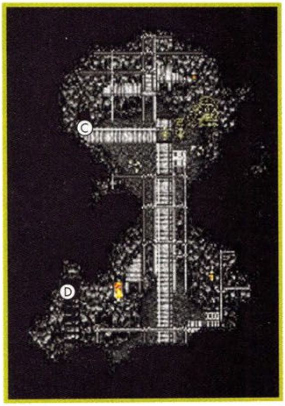
Locke the treasure hunter comes to Terra's rescue in the mines after her fall. Although Locke's main purpose in all things is to get rich, he sets aside his greed for the greater need.



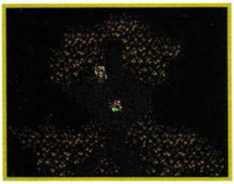
LOCKE: I PREFER the term treasure hunting!

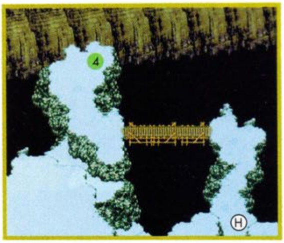
As you can with all of the main characters in FF III, you can name Locke whatever you like.

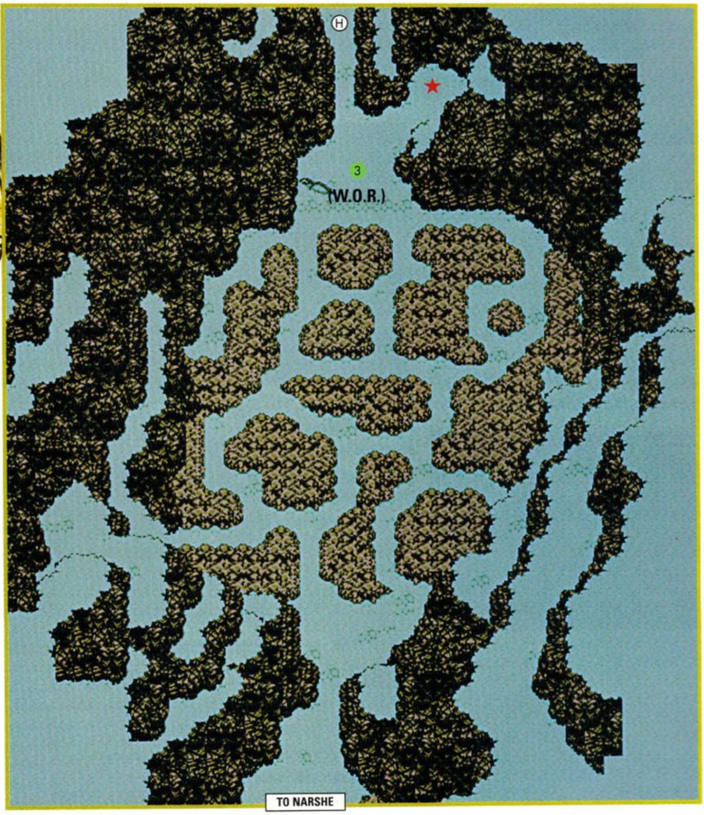




Treasure hunter and trail-worn traveler, searching the world over for relics of the past...







SOLDIERS VANISH

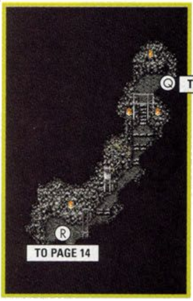
Vicks and Wedge may have fallen before the Esper, but other characters keep popping in and out of the story throughout the game.

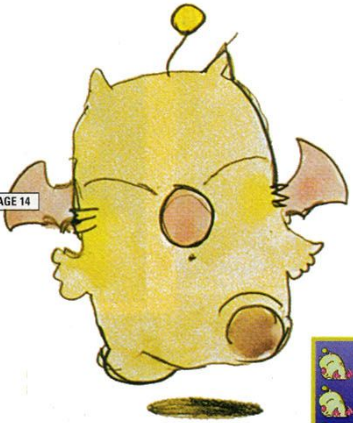
WEDGE 0
VICKS 0

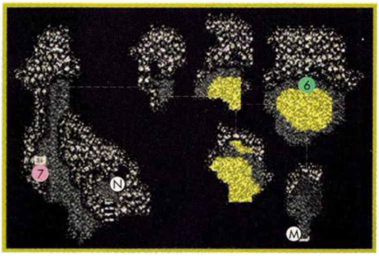
Vicks and Wedge won't survive the Esper.

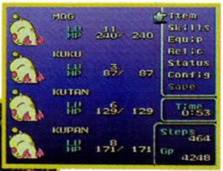
WEDGE:
Hey! What's the matter?

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro





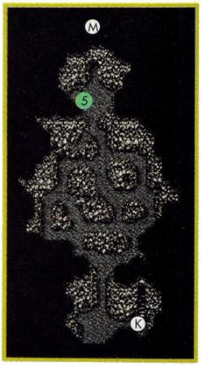




```
MOG     LV 11  HP 240/ 240
KUKU    LV  3  HP  87/  87
KUTAN   LV  6  HP 129/ 129
KUPAN   LV  8  HP 171/ 171
Time 0:53
Steps 464
Gp 4248
```

119
Fight
Item

```
MOG    204
KUKU    45
KUTAN   77
KUPAN  105
```



MOOGLES TO THE RESCUE

In the world of Final Fantasy you should always expect the unexpected. Terra will find help in many strange places and from odd people and creatures, but perhaps none is as bizarre as the Moogle. Mog and his people look like cute rabbity things, but they can dance up a storm that will attack enemies. Mog appears throughout the game, helping your cause in several ways. Here in the mines he and his clan help defeat the Marshal's army.

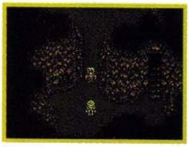
Moogles learn by doing. During the battle against the Marshal's forces, they will learn a dance that can be used to attack the enemy. The first dance learned is the Dusk Requiem, worth over a thousand hit points during an attack.

Mastered a new dance!

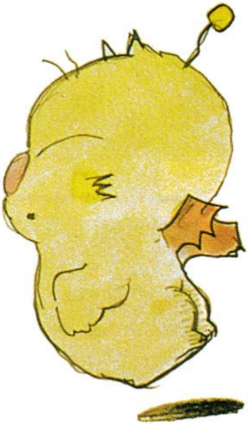
```
MOG    240
KUKU    87
KUTAN  129
KUPAN  171
```

MARSHAL YOUR FORCES

As the Marshal's troops move through the maze, set your three parties at the entrances closest to where Terra is lying. Move one party out to intercept the nearest enemy party. Use the Moogle's Dance when you have learned it. After taking out all the soldiers, move your strongest party to attack the Marshal himself, who remains in the farthest room from you. Again, the Moogle's Dance will send the enemy reeling.



The Marshal stands alone, but he is the strongest of the enemies. Even so, he can't withstand the awesome power of the Moogle's prancing.



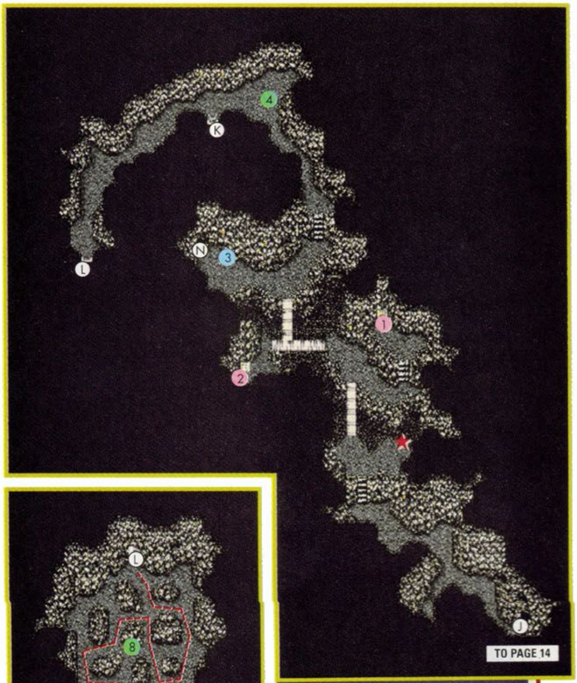
```
Lobo      LOCKE   6
Marshal   KUPEK   0
          KUPOP   0
          KUMAMA  0
```

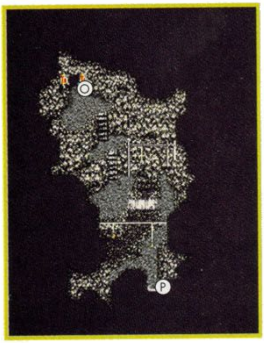
Head south to the lowest chamber in the caves. There the Marshal waits, seething because you have outclassed his militia.

```
MOG    240
KUKU    45
KUTAN   67
KUPAN   38
```

THE MASTERS

The first building in Narshe contains several classrooms where you can learn much about this world and how to succeed in the game. Make sure that you talk to all the masters in every room. Some of their advice has to do with fighting, but much of it is practical information about saving the game and using different items, weapons and relics. You're bound to have some questions early on, so stop by. You'll also find items in the rooms.





CHECKLIST

① FENIX DOWN
② SLEEPING BAG
③ EXIT ONLY
④ PIT
⑤ TERRA
⑥ MEET MOG (W.O.R.)
⑦ RUNE EDGE
⑧ LIGHT MAZE

Relics give your party members a variety of abilities. For example...

THE WORLD

Learn about Save Points, Relics, hidden items, recovering HP, monsters in chests, Chocobo riding and how the game identifies which users can equip which weapons and armor. It is invaluable information.

White numerals appearing during battle are damage points. Green numerals are recovery points.

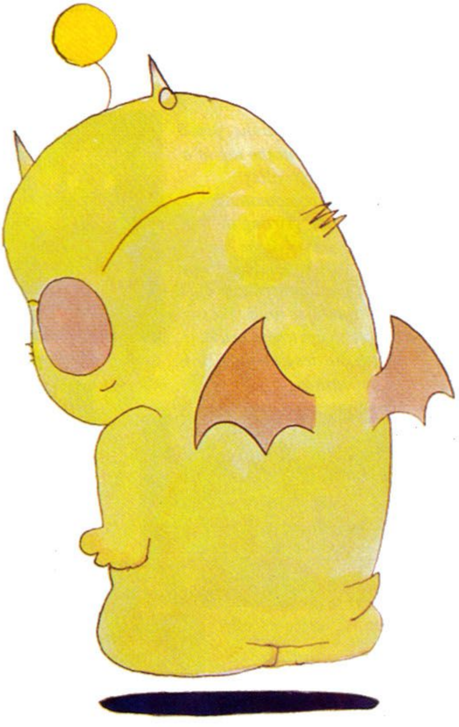
BATTLE TACTICS

Learn about character color changes, changing rows, attack positions, running away, power meters, choosing multiple targets, and using the Row or Defense options. You'll also find a Sleeping Bag.

"Runic"
Turns many magic attacks into MP! Can be used repeatedly.

ADVANCED TACTICS

Learn about status information, multiple images, 3-way attacks, Reflect spells, and about the Runic, Dance, Rage and Morph commands, Life 3 and Regen, undead foes, and more bits of secret knowledge.



EVENT 3

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

FIGARO CASTLE

Terra and Locke travel south to Figaro Castle to escape the Empire. Although King Edgar is an ally of the Empire, he won't be for long. Terra's flight won't long remain secret, either. Kefka is on the way. But Figaro Castle is no ordinary fortress. It can dive and move beneath the sands.

World of Balance

ITEM SHOP 1

Potion	300
Tincture	1,500
Fenix Down	500
Revivify	300
Antidote	50
Eyedrop	50
Soft	200
Tent	1,200

ITEM SHOP 2

Auto Crossbow	250
Noise Blaster	500
Bio Blaster	750
Flash	1,000
Drill	3,000

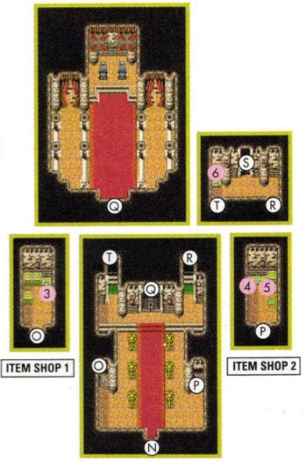
World of Ruin

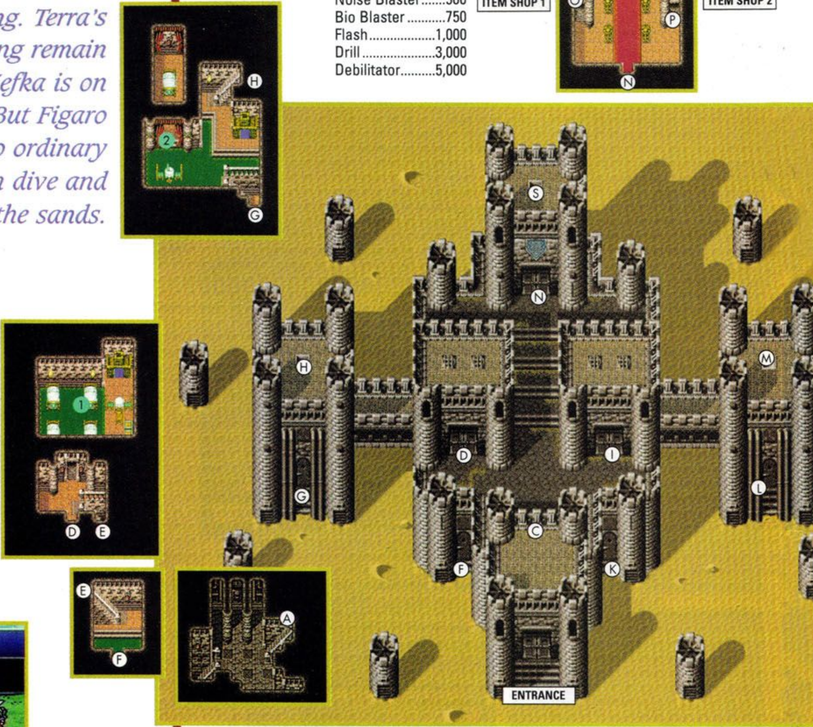
ITEM SHOP 1

Potion	300
Tincture	1,500
Antidote	50
Eyedrop	50
Echo Screen	120
Fenix Down	500
Remedy	1,000
Tent	1,200

ITEM SHOP 2

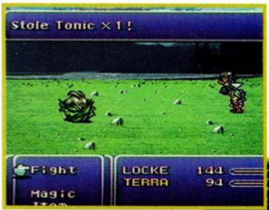
Auto Crossbow	250
Noise Blaster	500
Bio Blaster	750
Flash	1,000
Drill	3,000
Debilitator	5,000





TO FIGARO

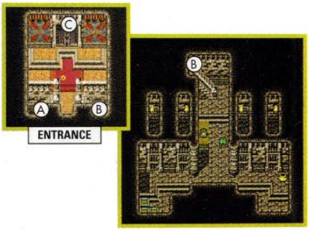
After leaving Narshe, you'll find yourself at the top of a long, narrow valley between the mountains. Walk south, skirting the forest that grows in the mouth of the valley, then head west along the southern rim of the mountains until you see desert sands to the south. Cross the desert southward to the castle.


Stole Tonic × 1 !

When he's fighting this leafy cabbage, Locke's ability to Steal can be useful. Choose the Steal command and take a Tonic from the monster. The recovery power of Tonic will come in handy.

CHECKLIST

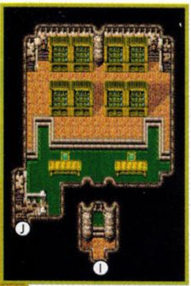
- ① RECOVER HP AND MP
- ② THE MATRON
- ③ SOFT
- ④ TONIC
- ⑤ ANTIDOTE
- ⑥ FENIX DOWN

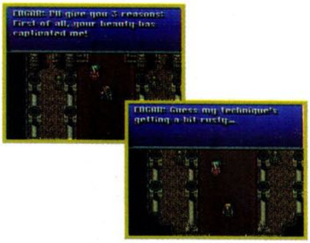


KING EDGAR

King Edgar may be young in years, but he is a mechanical genius. His designs and innovations have created the wonder of Figaro Castle, which can dig beneath the sands and travel to distant parts of the continent, as you'll later discover. Edgar's talent also extends to specialized weapons like the Bio Blaster, Noise Blaster and Auto Crossbow that are used in battle with the Tool command.

Edgar becomes a valuable member of your party when Kefka attacks the castle seeking to recover Terra for the Empire's evil purposes. You'll learn more about Edgar when his brother shows up later.



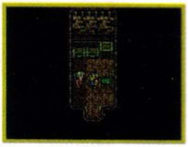


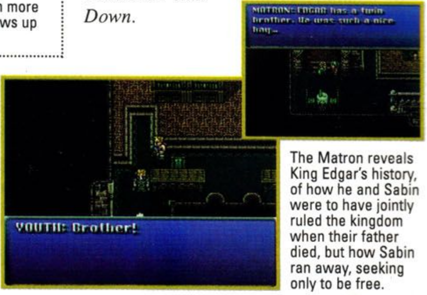
EDGAR: I'll give you 3 reasons: First of all, your beauty has captivated me!

EDGAR: Guess my technique's getting a bit rusty...

CASTLE KEEPSAKES

Explore the castle. This is good general advice, but in this case there are some things you really need. In one room you'll find a shopkeeper selling Edgar's special tools. Buy them! Check every Chest and stock up on Tonic. Also buy at least one Fenix Down.

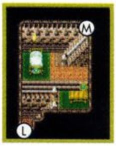




MATRON: EDGAR has a twin brother. He was such a nice boy...

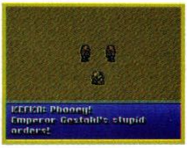
YOUTH: Brother!

The Matron reveals King Edgar's history, of how he and Sabin were to have jointly ruled the kingdom when their father died, but how Sabin ran away, seeking only to be free.



KEFKA'S ATTACK

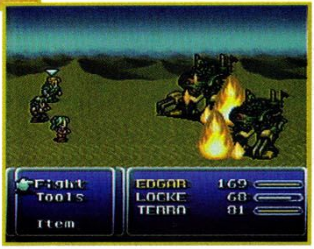
On orders from Emperor Gestahl, Kefka has crossed the desert to see if Terra has fled to Castle Figaro. When Edgar approaches, he must talk to the guards first, then Kefka. Edgar's answer won't satisfy the madman and the castle will be torched, setting up your daring escape by Chocobo.



KEFKA: Phooey! Emperor Gestahl's stupid orders!

FIRE!!!

As Locke notes, Kefka is missing a few buttons. After arriving, he sets fire to Edgar's castle, trying to smoke out the missing girl.



Edgar has a few tricks up his sleeve. First, he commands Figaro Castle to submerge in the sand, then he orders up Chocobos for your escape.

- Terra
- Locke
- Edgar
- Sabin
- Cyan
- Gau
- Shadow
- Celes
- Setzer
- Strago
- Relm
- Mog
- Gogo
- Umaro

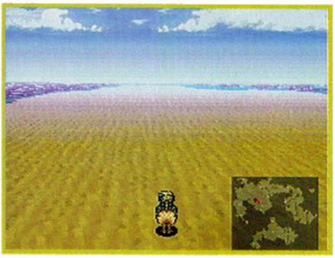
TO SOUTH FIGARO

Your escape aboard the Chocobos is challenged by Kefka's guard and Magitek armor. After thrashing the fools, continue east to the mountains and look for a cave entrance. Hop off your bird and enter the cave. Be sure to stop at the pool to restore your energy levels, then continue through the cave, battling the many monsters within. When you emerge, you'll be near the town of South Figaro.

Beyond Mt. Kolts you'll find the Sabil mountain range.

My husband, Duncan, is a world-famous martial artist!

One of the great things about riding Chocobos is that no monsters will attack these wonderful birds. Look for Chocobo stables in wooded areas.

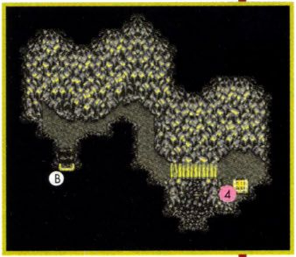


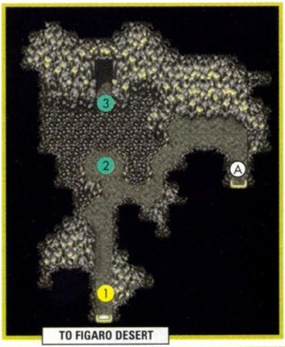
THE CAVE TO SOUTH FIGARO

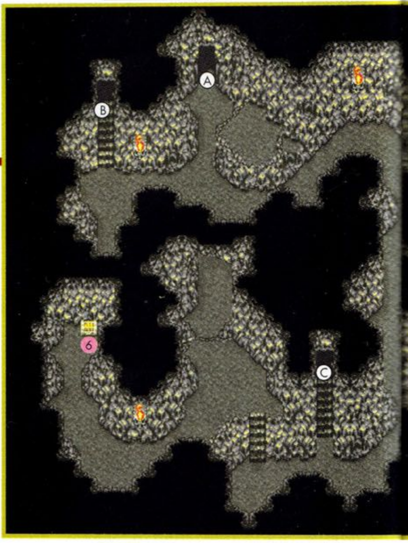
The mountain cave holds secrets and dangers, but you must bravely ignore your fear and sweating palms and plunge in. This is where your extra Tonic comes in handy. Head to the right for quick passage.

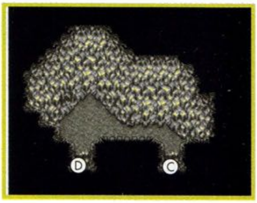
CHECKLIST

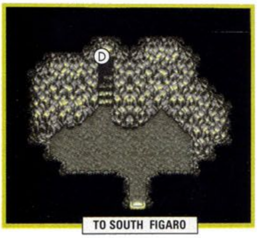
- ① TUNNEL ARMOR
- ② RECOVERY SPRING
- ③ DOOR (W.O.R.)
- ④ TINCTURE
- ⑤ TINCTURE
- ⑥ FENIX DOWN





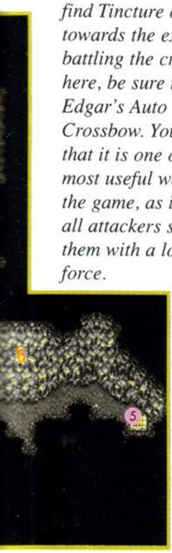




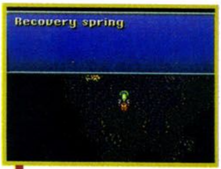


THE RECOVERY SPRING

After your battle with the Magitek armor in the desert, don't use Tonic, Sleeping Bags or Tents to restore your power. Once you're inside the cave, at the top of the first corridor, you'll come to the Recovery Spring, which restores the energy of all party members. Always look for sources that restore your characters without cost. Apart from the Spring, you'll find basins of special, restorative water like the one in Narshe at the classrooms. After recovering your energy, head to the right through the archway. In the next chamber, you can go left to find Tincture or right towards the exit.When battling the creatures here, be sure to use Edgar's Auto Crossbow. You'll find that it is one of the most useful weapons in the game, as it targets all attackers sand hits them with a lot of force.

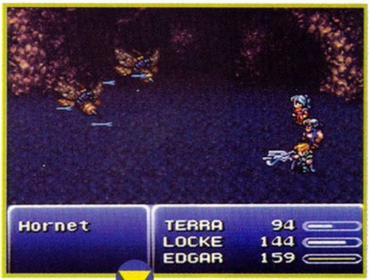


After hopping off the Chocobos and sending the guard back to Figaro, save your progress. Once inside the cave, you won't be able to save.



Recovery spring

If you are low on Tonic or other restorative items, return to the Recovery Pool. Be sure to walk to the edge of the pool where the shore jets out toward the middle.

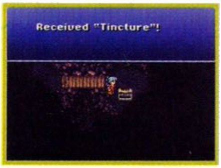


```
Hornet      TERRA   94
            LOCKE  144
            EDGAR  159
```

Received "Tincture"!

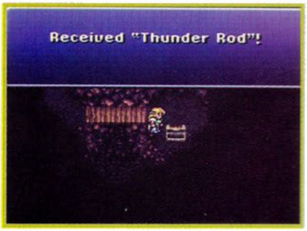
CHANGING TREASURE

The treasure inside some of the Chests here in the cave will change when you return later in the game. After rescuing Celes, you'll be able to return and find the Thunder Rod and X-Potion.



Received "Tincture"!

Before rescuing Celes from prison, this Chest holds Tincture, which you can also buy at most Item Shops.



Received "Thunder Rod"!

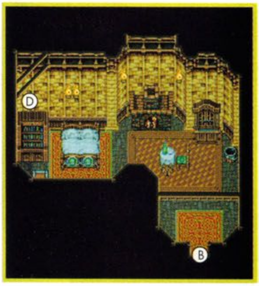
After rescuing Celes, you'll find the Thunder Rod, which is very valuable.

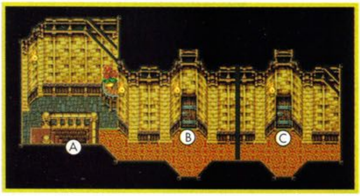
EVENT 4

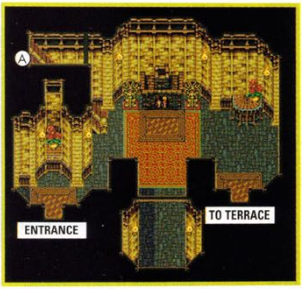
SOUTH FIGARO

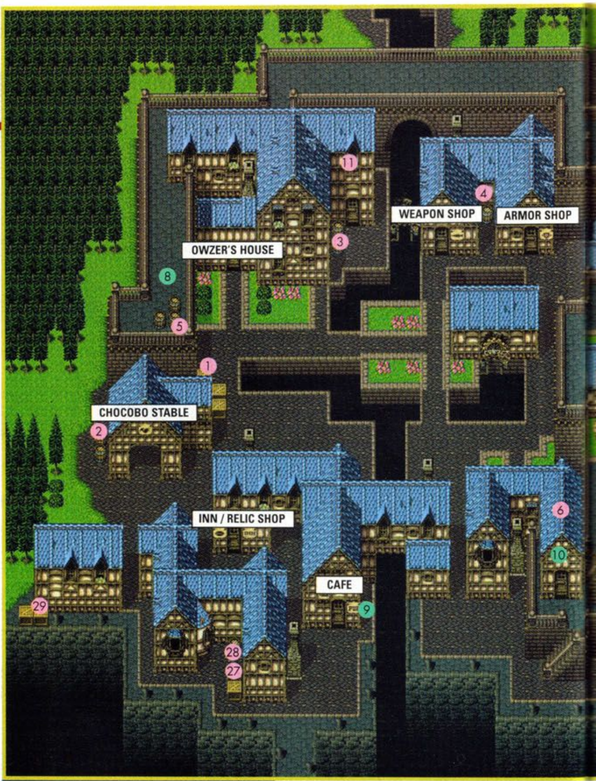
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

South Figaro is one of the last refuges of freedom in the world, but it won't remain free for long. Explore the town thoroughly and stock up on good weapons, armor and lots of Tonic. Buy and equip Relics for the first time.






A
ENTRANCE
TO TERRACE


11
4
WEAPON SHOP
ARMOR SHOP
3
OWZER'S HOUSE
8
5
1
CHOCOBO STABLE
2
6
INN / RELIC SHOP
10
CAFE
29
9
28
27

CHECKLIST

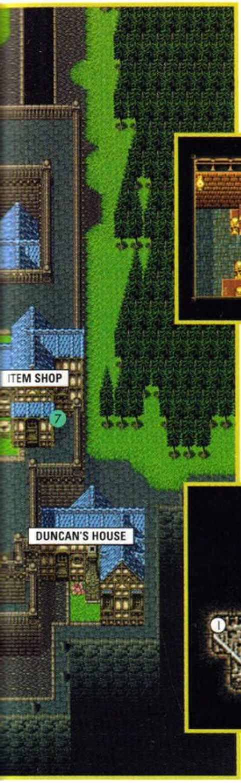
① GREEN CHERRY
② TONIC
③ FENIX DOWN
④ TONIC
⑤ WARP STONE
⑥ TONIC
⑦ STEAL MERCHANT'S CLOTHES
⑧ STEAL SOLDIER'S CLOTHES
⑨ GET CIDER
⑩ GIVE CIDER
⑪ ELIXIR
⑫ RESCUE CELES
⑬ 500 GP
⑭ 1,000 GP
⑮ 1,500 GP
⑯ EMPTY
⑰ WIND CLOCK
⑱ HYPER WRIST
⑲ RUNNING SHOES
⑳ IRON ARMOR
㉑ EARRING
㉒ REGAL OUTLASS
㉓ HEAVY SHIELD
㉔ ETHER
㉕ X-POTION
㉖ RIBBON
㉗ EYEDROP
㉘ ANTIDOTE
㉙ SOFT

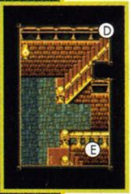
SABIN'S STORY

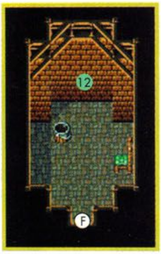
In the Cafe and house at the east end of town, learn about Duncan's martial arts school at Mt. Kolts. That's where you must go to find Sabin, Edgar's brother. The first really tough fight is there, so be prepared with plenty of Tonic.

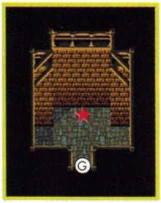
Beyond Mt. Kolts you'll find the Sabil mountain range.

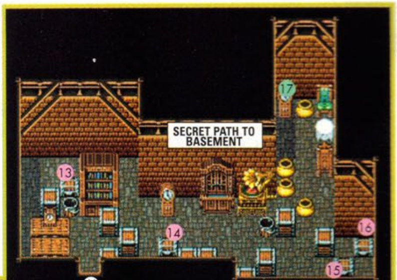
The towns folk have heard about the martial arts school on Mt. Kolts run by Duncan.

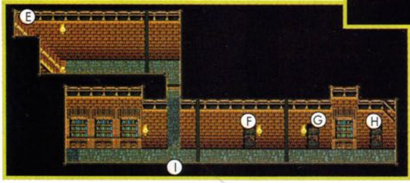


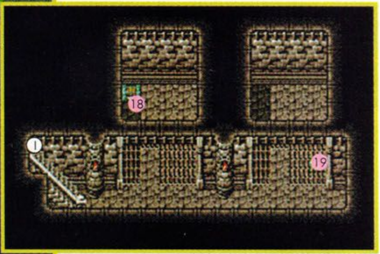












World of Balance

WEAPON SHOP	
Dirk	150
Mithril Knife	300
Mithril Blade	450
Regal Cutlass	800
Noise Blaster	500
Bio Blaster	750

ARMOR SHOP	
Buckler	200
Heavy Shield	400
Hair Band	150
Plumed Hat	250
Cotton Robe	200
Kung Fu Suit	250

RELIC SHOP	
Sprint Shoes	1,500
Goggles	500
Star Pendant	500
Jewel Ring	1,000
True Knight	1,000

ITEM SHOP	
Tonic	50
Antidote	50
Soft	200
Eyedrop	50
Echo Screen	120
Fenix Down	500
Sleeping Bag	500
Tent	1,200
INN	80
CHOCOBO STABLE	80

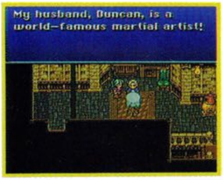
World of Ruin

WEAPON SHOP	
Enhancer	10,000
Trident	1,700
Stout Spear	10,000
Gold Lance	12,000

ARMOR SHOP	
Diamond Shield	3,500
Diamond Helm	8,000
Diamond Vest	12,000
Diamond Armor	15,000
Gaia Gear	6,000
Bard's Hat	3,000
Green Beret	3,000

RELIC SHOP	
Goggles	800
Star Pendant	1,500
Fairy Ring	3,000
Amulet	6,000
Running Shoes	5,000
Wall Ring	6,500
Cure Ring	8,000
Czarina Ring	3,000

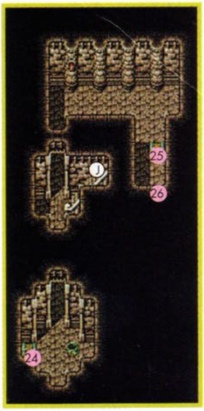
ITEM SHOP	
Potion	300
Tincture	1,500
Eyedrop	50
Fenix Down	500
Revivify	300
Remedy	1,000
Sleeping Bag	500
Tent	1,200
INN	80
CHOCOBO STABLE	80

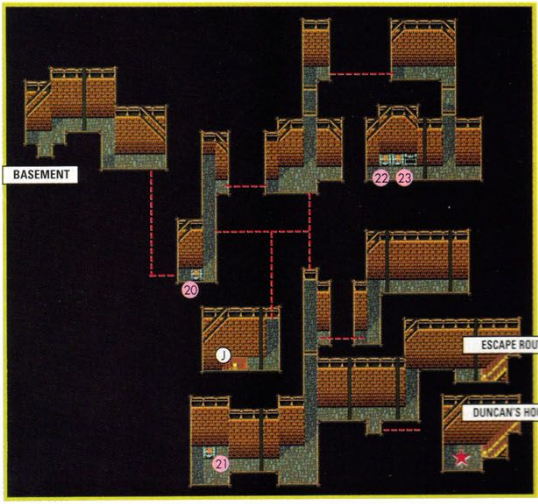

My husband, Duncan, is a world-famous martial artist!

Duncan turns out to be Sabin's martial arts master, but Duncan's son has become twisted and almost ruins the reunion of the brothers.

....

You'll cross paths with Shadow for the first time in the Cafe. Although he says little to you here, later you'll want him to join your party. He is a ruthless mercenary and won't stay with you forever. After stocking up on weapons and supplies, head out to Mt. Kolts.



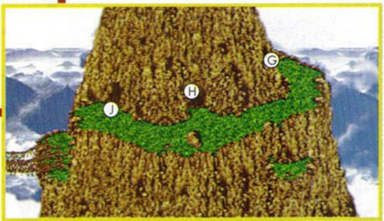


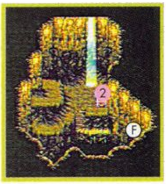
EVENT 4

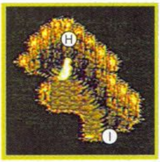
MT. KOLTS

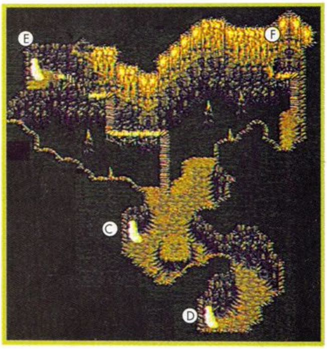
To the east of South Figaro rises Mt. Kolts, where the martial arts master, Duncan, teaches his students. Here you will find Edgar's brother, Sabin, and engage Vargas in a duel to the finish.

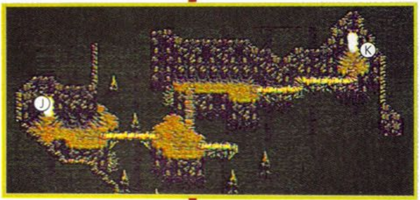
In many ways, this will be your first true test.





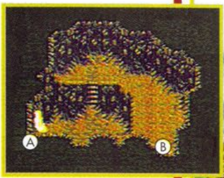


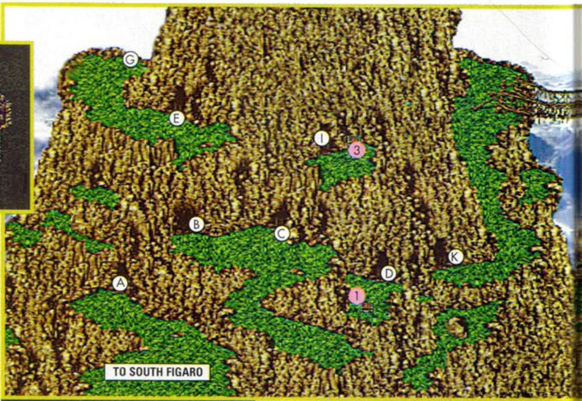




BEFORE THE MOUNTAIN

Go east and north to the little cabin. Here, Edgar recognizes the presence of his brother, Sabin. If you climb into bed, you can restore the party's strength. As you leave, an old man appears and tells you that Sabin left for Mt. Kolts when he heard that Duncan had been slain. Now you must follow Sabin to the mountain.





EDGAR: Hm...
What's that smell...?

As you move about the cabin, you'll notice that Edgar recognizes some of Sabin's favorite things. Obviously, Sabin has been here.

Use the beds in the cabin to restore your HP and MP. You'll need all your strength for the battle ahead.

CHECKLIST

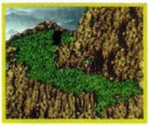
① GUARDIAN
② ATLAS ARMLET
③ TENT
④ SABIN JOINS PARTY
⑤ TENT

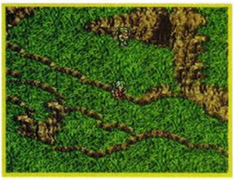
VS. VARGAS

During the fight with Vargas Sabin will learn to use the Blitz attack . First, Vargas attacks your party of three. Hold him off using the Auto Crossbow and other attacks until Sabin appears. You can't defeat Vargas without Sabin. After learning Blitz, you'll scare Vargas away.

FOLLOW THE SHADOW

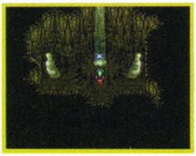
A mysterious shadowy figure leaps ahead of you on the mountain trail. Follow him through caves and around the mountain, then across the rope bridge. He'll lead you to the site of the school where Sabin has been training. Now, that site holds only danger.

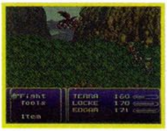


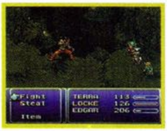


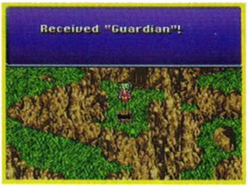
THE BATTLES OF MT. KOLTS

At the Save Point about midway through the area, use a Tent to restore everyone. The next portion of the journey is full of enemies in larger groups including Triliums, with their spells. The Tuskers can be tough to destroy, but most of the other enemies are simple. Save Terra's Cure magic until you really need it.




Fight
Tools
Item
TERRA 160
LOCKE 170
EDGAR 171


Fight
Steal
Item
TERRA 113
LOCKE 126
EDGAR 206

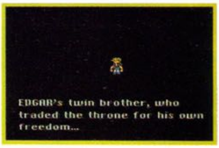


Received "Guardian"!

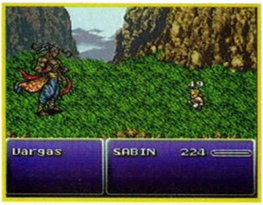
Some of the enemies on Mt. Kolts use poison and paralysis spells to stop your party. Make sure that you have both Antidote and Soft.

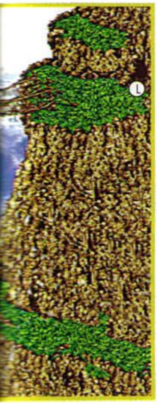
SABIN

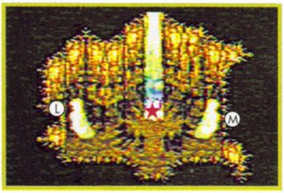
The reason for Vargas' madness and hate was that his father, Duncan, had chosen Sabin to be his successor. Once Vargas is out of the picture, the brothers must reconcile their differences. To honor Duncan's memory, Sabin agrees to help overthrow the Empire.

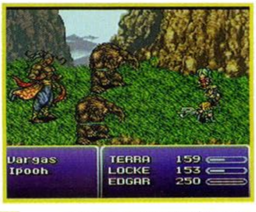


EDGAR's twin brother, who traded the throne for his own freedom...

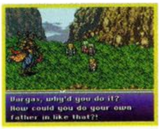

49
Vargas
SABIN 224





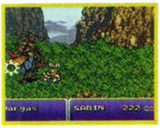

Vargas
Ipooh
TERRA 159
LOCKE 153
EDGAR 250

Edgar, Terra and Locke start the fight, but they can't win against Vargas.

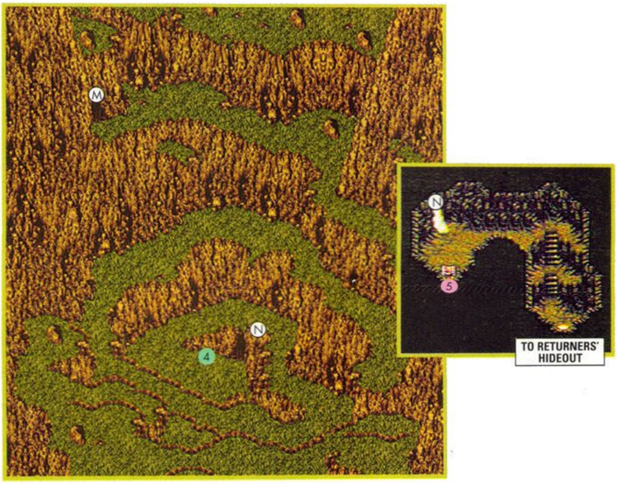


Vargas, why'd you do it? How could you do your own father in like that?!

Sabin joins the melee after you've withstood the worst of what Vargas has to offer.

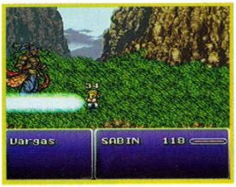

58
Vargas
SABIN 222

Now standing alone, Sabin must use his special Blitz technique to win. One shot will do it.


M
N
4
N
5
TO RETURNERS' HIDEOUT

FIRST BLITZ

Choose the Blitz command in battle. When the arrow points at Sabin, then push the Control Pad left, right, left quickly. Finally, push the A Button again to activate Pummel.

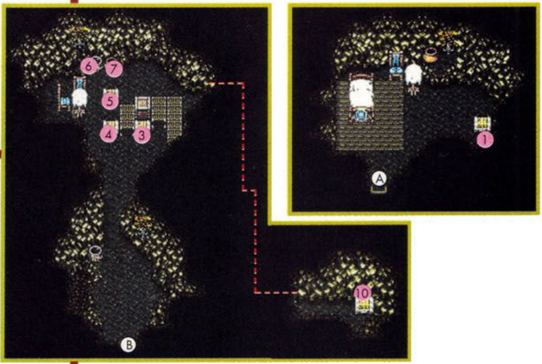

34
Vargas
SABIN 118

EVENT 5

RETURNERS' HIDEOUT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

By taking the cavern that opens on the battlefield on Mt. Kolts, you'll find that you come out on the north side of the mountains. Head north up the valley until you see a narrow passage on the right side. Here you'll find the secret HQ of the Returners, resistance movement and their leader, Banon.



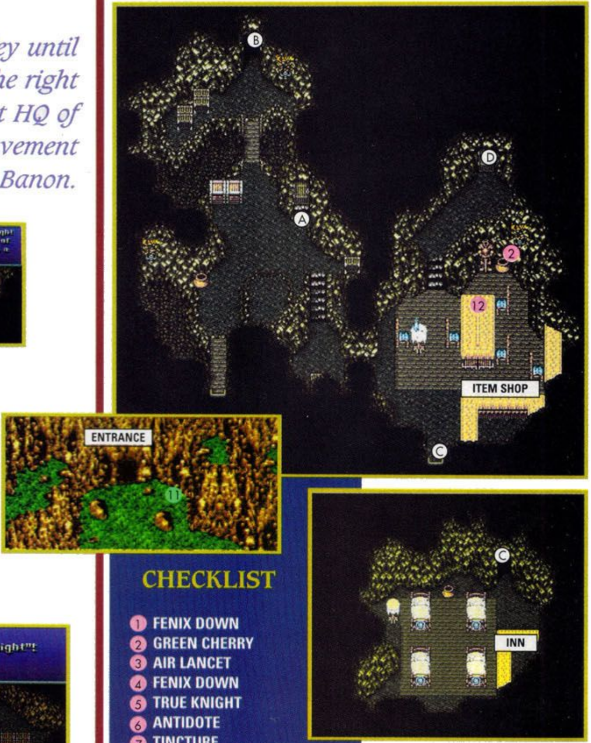
BANON

Banon, the leader of the Returners, a group to which Locke and Edgar secretly belong, has gathered his strength against the Empire, but he can't hold out even here. He is wise, but old and somewhat out-of-shape.

BANON: Carrier pigeons brought word that she wiped out 50 of the Empire's best soldiers in a few minutes.

BANON: Stay where you are!

Banon believes that the fate of the world lies with Terra and her power to talk to the Espers. He's right.



THE HIDEOUT

Explore the Returners' Hideout. Open all the chests and talk to all the people while Banon is resting. You can also stock up at the store on Tonic, Potion and other items. After talking to everyone once, return to the guard at the door. Banon will be outside.

Received "True Knight"!

Received "White Cape"!

Make sure that you look everywhere. One hidden room contains a chest with the White Cape, a Relic for Terra.

CHECKLIST

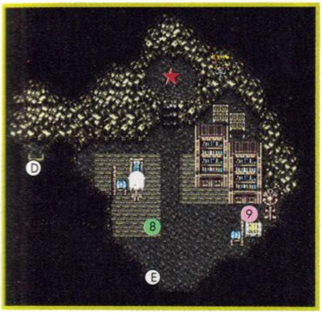
① FENIX DOWN
② GREEN CHERRY
③ AIR LANCET
④ FENIX DOWN
⑤ TRUE KNIGHT
⑥ ANTIDOTE
⑦ TINCTURE
⑧ BANON
⑨ POTION
⑩ WHITE CAPE
⑪ BANON
⑫ PIECE OF PAPER

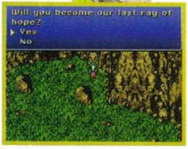
World of Balance

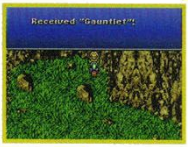
ITEM SHOP	
Eyedrop	50
Tonic	50
Potion	300
Tincture	1,500
Echo Screen	120
Sleeping Bag	500
Tent	1,200
Sprint Shoes	1,500
INN	FREE

TERRA'S CHOICE

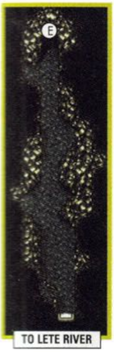
While searching the Returners' Hideout you are supposed to be weighing whether to help rebels in their fight. Actually, there's no real choice. Tell Banon "No" and nothing happens. The game will continue only when you say "Yes".

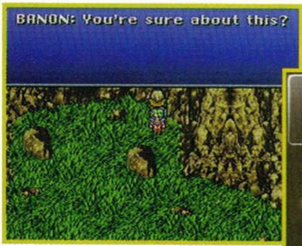



Will you become our last ray of hope?
▸ Yes
No

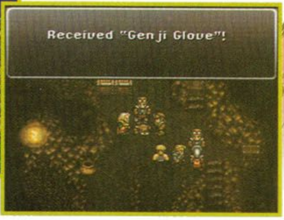

Received "Gauntlet"!

If you give in to guilt and agree to help the Returners before they are forced to flee, then you'll have to settle for the Gauntlet.




BANON: You're sure about this?

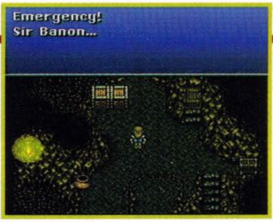
Banon continues to press you for a positive answer. He knows that Terra holds the key to the Returners' success. Eventually, you will have to join them no matter what you say.

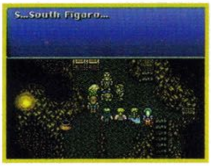

Received "Genji Glove"!

Depending on how long you hold out, you can get different items. Say no three times and the council of war doesn't occur. You'll receive the Genji Glove Relic rather than the Gauntlet.

THE MESSAGE

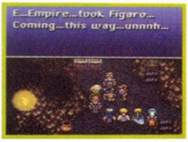
A dying Returner stumbles into the hideout and in his dying breath reports that South Figaro has fallen to the enemy. Clearly, the hideout is no longer safe. Locke volunteers to sneak back to South Figaro where he will divert the invaders and give the other Returners time to escape.

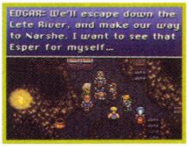

Emergency!
Sir Banon...

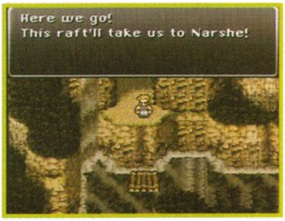

S...South Figaro...

ESCAPE TO THE RIVER

Following the council of war in which it is revealed that Terra must speak to an Esper in an effort to combat the Empire's Magitek advantage, Banon and the others head north to Narshe up the Lete River. For the moment, Banon is the key figure and you'll have to keep him alive no matter what.

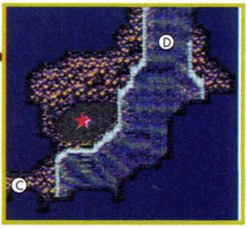

E...Empire...took Figaro...
Coming...this way...unnnh...

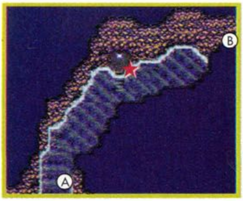

EDGAR: We'll escape down the Lete River, and make our way to Narshe. I want to see that Esper for myself...

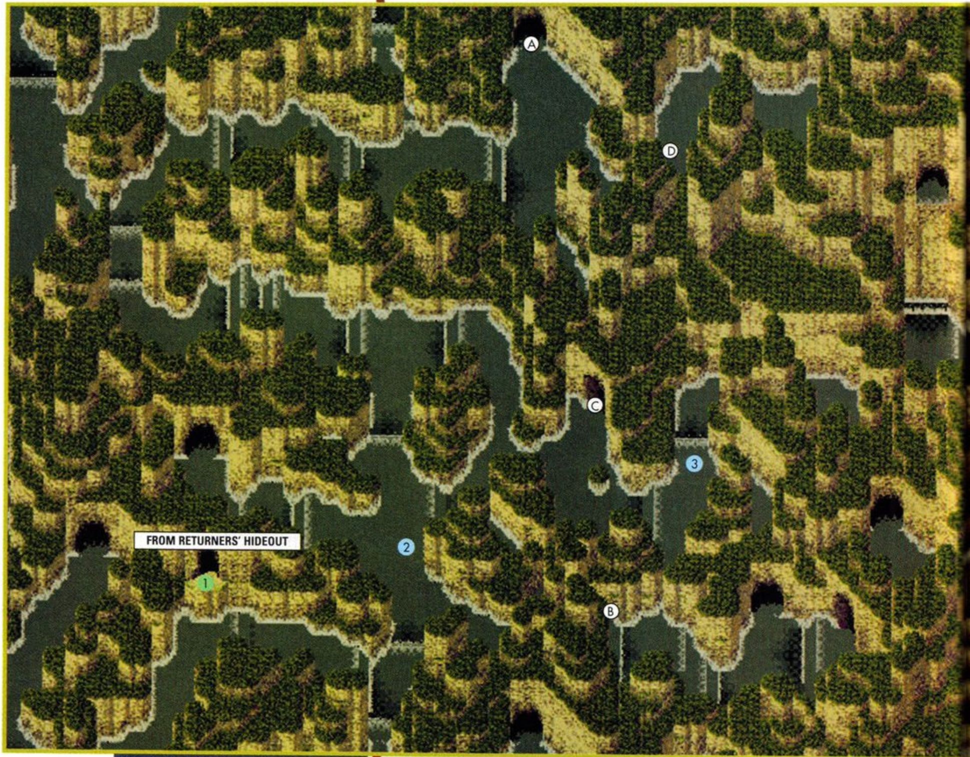

Here we go!
This raft'll take us to Narshe!

LETE RIVER

Ride a raft down the turbulent Lete River and face Ultros the octopus for the first time.



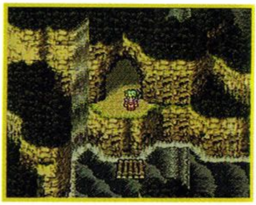




CHECKLIST

- ① RAFT RIDE
- ② GO STRAIGHT
- ③ TAKE LEFT BRANCH
- ④ ULTROS

RIVER BRANCHES



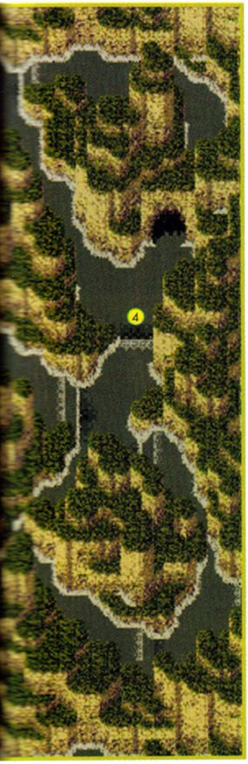
The Lete River branches several times on its route to the sea, but fortunately the side branches flow back into the main stream. Follow the directions indicated here for the quickest route to the end. The faster you go, the more strength you'll have to face Ultros—by far the strongest enemy to this point.

DEFEND BANON

It is critical that Banon survive the journey. If he dies, you must start again. The key is to keep him pumped to the gills with Terra's Cure magic and Banon's Health spell. Make sure that you have Potion and Tonic; Terra's magic should be used sparingly to attack.

Order
TERRA
EDGAR
SABIN
BANON

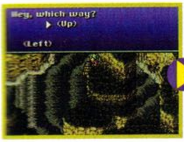
Fight
Blitz
Item
TERRA 241
EDGAR 280
SABIN 251
BANON 168



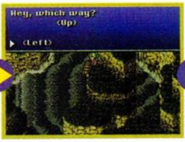
BATTLE TACTICS

The river monsters along the way shouldn't give you very much trouble. Banon's Health spell will keep everyone in good shape up to the Save Points. After the Save Points, preserve his Health until you face Ultros. Use Sabin's Blitz and Edgar's Auto Crossbow as your main attacks. During the journey, Terra can also fight.

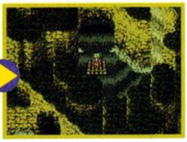
Fight
Blitz
Item
TERRA 241
EDGAR 262
SABIN 289
BANON 176


Hey, which way?
(Up)
(Left)

Go straight ahead at the first branching. If you choose any other route, you'll circle back around and have to fight more creatures.


Hey, which way?
(Up)
(Left)

Take the left branch when the second choice is offered. This takes you to a second Save Point—the last before Ultros.



If you take the wrong branch at either choice, don't worry. The river swings around and brings you back to where you started.

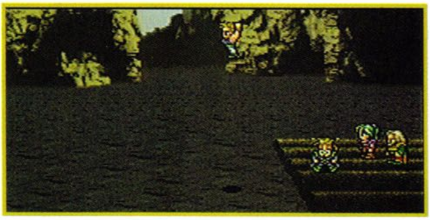
ULTROS

Fight
Blitz
Item
TERRA 219
EDGAR 280
SABIN 289
BANON 219

Ultros appears shortly after the second Save Point. Your job is to scare him off while protecting Banon. Use Banon's Health spell and Terra's Cure to keep the old guy alive. Chances are that Terra will fall during the battle. If she does, revive her with Fenix Down immediately. Use the Health spell every turn. Sabin should use Blitz and Edgar should attack with the Auto Crossbow for maximum damage.

Ultros
TERRA 271
EDGAR 315
SABIN 324
BANON 219

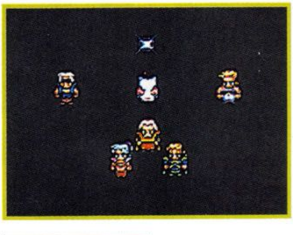
If Banon is healthy, Terra can turn her Flame spell on Ultros to add to the punch from Edgar and Sabin.



After the battle, Sabin is lost overboard and drifts down a branch of the river other than the one taken by Terra, Edgar and Banon.

THREE ADVENTURES TO TEST YOUR METTLE

Now you'll have a choice of continuing with one of three scenarios. After completing a scenario, you'll choose from the remaining two and finally you'll complete the third.



To select a scenario, move Mog to the party you want to control next and talk to the members. Be sure to save your game here, too.

SABIN	Sabin is washed ashore in a distant land where he he meets Shadow and the wild boy Gau.
LOCKE	Locke's quest is to escape from South Figaro, but he discovers Celes and rescues her from an Imperial prison.
TERRA	Terra is joined by Edgar and Banon. They return directly to Narshe, fight through the mines, and meet the others.

EVENT 7

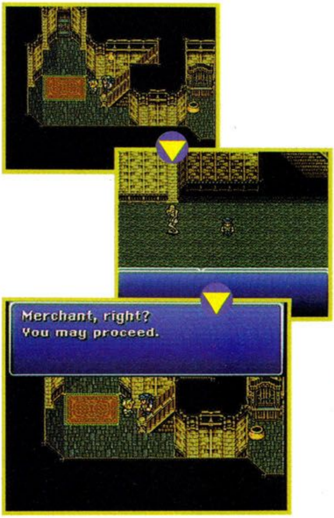
- Terra
- **Locke**
- Edgar
- Sabin
- Cyan
- Gau
- Shado
- Celes
- Setzer
- Strago
- Relm
- Mog
- Gogo
- Umaro

SOUTH FIGARO

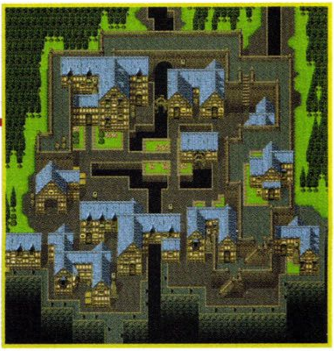
You can now choose which party to follow. We begin with Locke, who has made his way back to the occupied city of South Figaro. He has slowed the Imperials, but now he must escape.

MERCHANT CLOTHES

Locke's Steal command comes in handy twice in South Figaro. First, you can steal the clothes from the Merchant in the Cafe or Item Shop, then later you can steal the uniform from the green Imperial guard. Use the Steal command until you succeed.

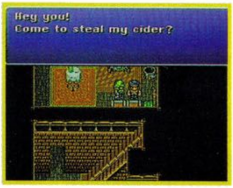


Merchant, right?
You may proceed.

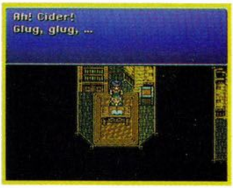


STEAL THE CIDER

Along with the Merchant's clothes in the Cafe, you'll steal the bottle of cider. Once you have it, go to the Old Man's House, give him the cider and learn of a secret passage to the Rich Man's House. You can also steal the green soldier's uniform and learn enemy secrets.



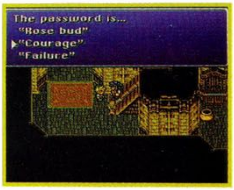
Hey you!
Come to steal my cider?



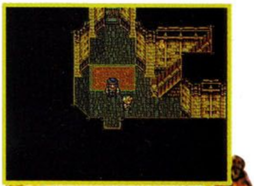
Ah! Cider!
Glug, glug, ...

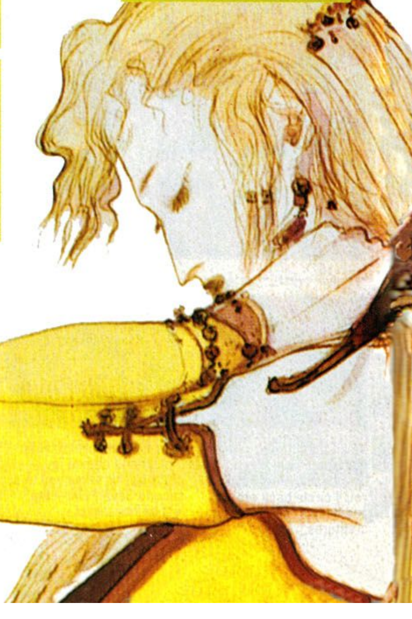
THE SECRET PASSAGE

Go down the stairs to the boy who guards the secret passage. He'll ask for the password. Unfortunately, the old man upstairs couldn't remember it. Under normal conditions you'd have to guess, but since you paid for this sort of great information the password to open the passage is "Courage."



The password is...
"Rose bud"
▸"Courage"
"Failure"



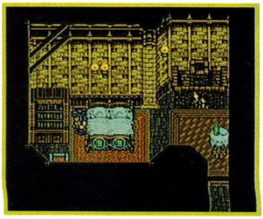


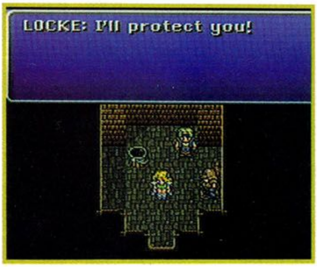
EVENT 8

- Terra
- Locke
- Edgar
- Sabin
- Cyan
- Gau
- Shadow
- Celes
- Setzer
- Strago
- Relm
- Mog
- Gogo
- Umaro

RESCUE CELES

The beautiful Imperial General Celes has been imprisoned in the basement of the Rich Man's House. Take the hidden stairs behind the bookcase in the room where the rich guy is sitting. You'll have the option of changing clothes at this point. You'll see Celes under interrogation. Go in and remove her chains, ignoring the sleeping guard, then take his Clock Key and leave.

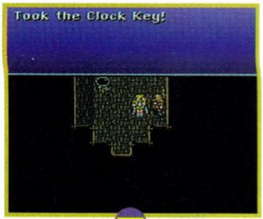




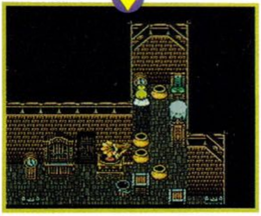
LOCKE: I'll protect you!

THE CLOCK TICKS AGAIN

Two rooms to the right of Celes' prison cell is a basement filled with junk, including several clocks. Hunt through the clocks until you find the clock in the right rear corner that doesn't tick. Use the Clock Key to wind it and to reveal a secret door. Beyond the door you'll have to fight Imperial forces. Remember to Equip Locke and Celes at once. Since she's been in prison, she has no weapons or armor, and Locke has been disguised as a merchant.



Took the Clock Key!

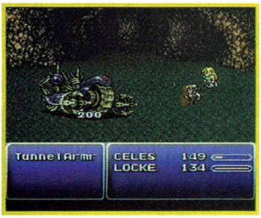


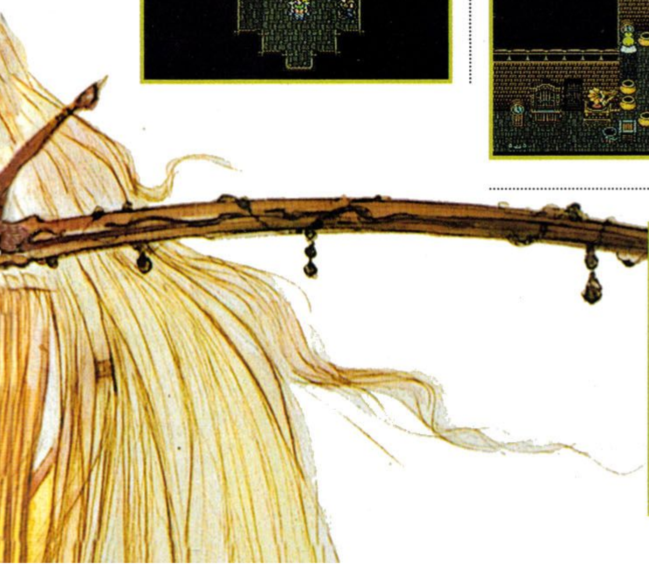
TUNNEL ARMOR

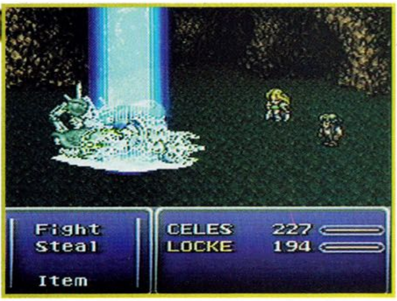
Celes and Locke flee to the tunnel in the north through which Terra, Edgar and Locke first came to South Figaro. As you near the Spring of Recovery, you'll begin to hear a loud, vibrating sound, as if something is drilling through the walls of stone. Before you can escape, the Tunnel Armor machine smashes through the tunnel and blocks your escape. Battle it using Celes' Runic command to absorb the machine's spells, but also use Potion on Locke to keep him in the fight. After winning, you'll be returned to the Save Point where Mog lets you choose your next adventure.

Steal
CELES 275
LOCKE 249

Fight
Steal
Item
CELES 275
LOCKE 221

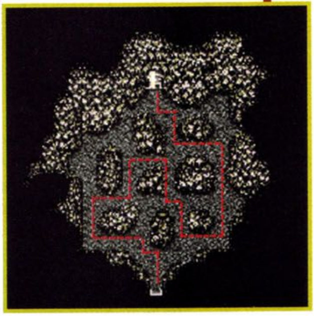






EVENT 9

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

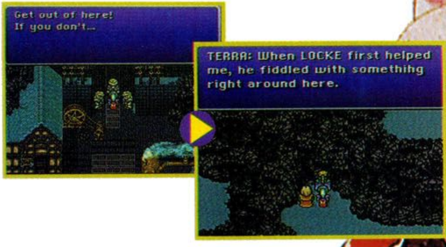


NARSHE

Ride the rapids all the way to the gulf and head west to the gap in the hills, then north to Narshe. Don't expect a warm welcome. The town refuses to take sides in the brewing conflict.

THE BACK DOOR

To enter Narshe, take the side entrance to the left of the school. There, you'll enter the cave where you exited after Locke rescued Terra early on. Move through the mines, fighting Were-Rats and such. Eventually, you'll enter Arvis' house from the back and learn about the state of things in Narshe.

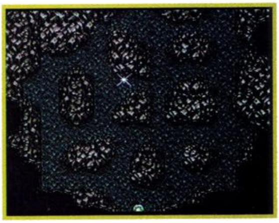


Get out of here!
If you don't...

TERRA: When LOCKE first helped me, he fiddled with somethihg right around here.

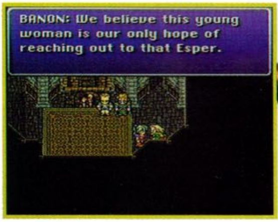
CHECKPOINT CHARLIE

When you enter this room in the mines, you'll notice a light that looks like a Save Point. It moves through the passages on a precise track. Make note of it and follow the same route to the door. The route is shown on the map to the left.

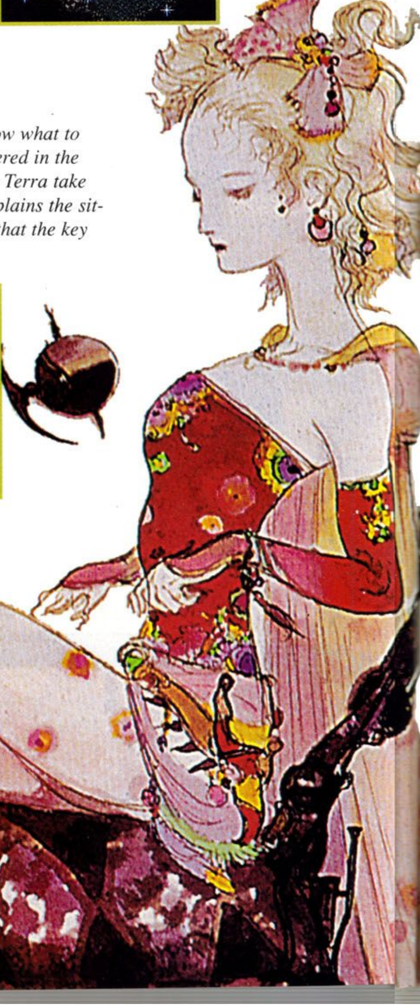


ESPER TROUBLES

The townsfolk of Narshe don't know what to think about the Esper they discovered in the mines, and their indecision makes Terra take the long route into town. Arvis explains the situation. Edgar and Banon realize that the key lies with Terra.



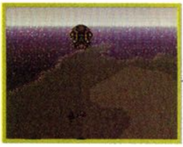
BANON: We believe this young woman is our only hope of reaching out to that Esper.



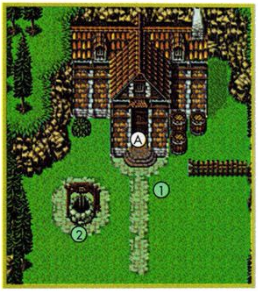
EVENT 10

HOUSE ON THE VELDT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

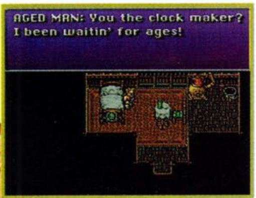


Finally, we turn to Sabin, who was lost off the raft after the battle with Ultros. He finds himself at the mouth of a river in the north. Just to the east is a little house on the prairie. There he meets Shadow. Make sure that Shadow joins him. Together, Sabin and Shadow will head off toward Narshe.



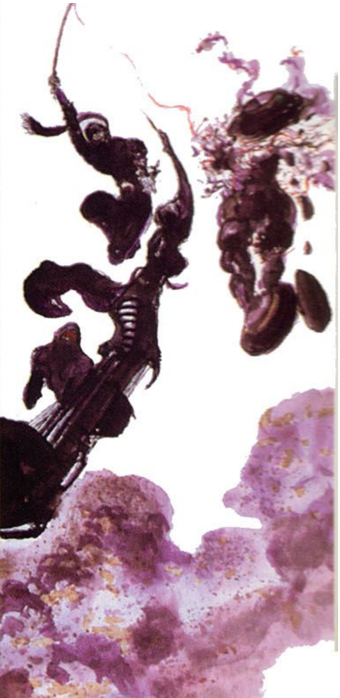
AGE OF WISDOM?

The Old Man seems to be talking gibberish, but some of what he says actually makes sense in the right context. The child he refers to is Gau, the wild child of the Veldt. The broken clock hints at another clock that you'll find in Zozo.


AGED MAN: You the clock maker? I been waitin' for ages!

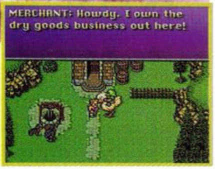
CHECKLIST

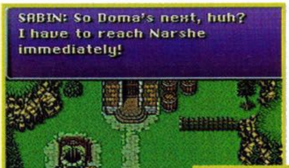
① THE MERCHANT
② SHADOW



CHOCOBO SHOP

Once you stop the Merchant on the Chocobo, ask to see his wares - You'll be able to buy a number of items like the Shuriken, Shadow Edge and Inviz Edge, which can be used by your new partner, Shadow. You can also resupply yourself with some valuable items like Tonic and Fenix Down. Make sure that you Equip Shadow with the optimum arms and armor.


MERCHANT: Howdy. I own the dry goods business out here!


SABIN: So Doma's next, huh? I have to reach Narshe immediately!

SHADOW JOINS

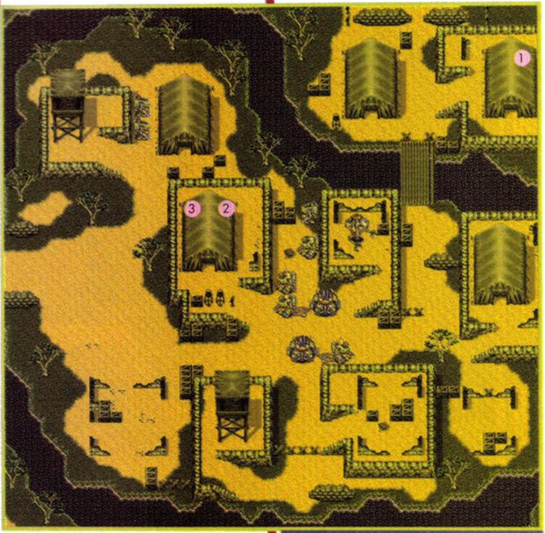
Shadow warns that he is apt to run away at any time, but don't worry-- he won't leave you for some time. His special ability is activated by using the DEF(defense) command. Choose this to make Shadow's dog attack.

SHADOW: Ta-ta.....!

Fight
Blitz
Item
SHADOW 168
SABIN 183

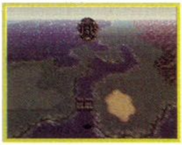
EVENT 11

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro



IMPERIAL CAMP

Sabin and Shadow sneak into the Imperial Camp only to discover a horrible plot by Kefka to poison the people of Doma Castle. In spite of their best efforts, the plan is carried out. Afterwards, Sabin and Shadow meet Cyan—a gallant knight of Doma who has lost his family in the catastrophe. Now he has gone berserk.

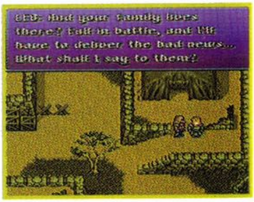


CHECKLIST

① STAR PENDANT
② MITHRIL GLOVE
③ GREEN BERET

SNEAK INTO CAMP

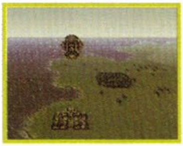
Leaving the little house behind, head east and south until you find the Imperial encampment. You can sneak into tents and find some items, but your real purpose is to gather information and attack Kefka. At the beginning, hide by the wall and listen to the soldiers.



[illegible]: Had your family lives there? Fall in battle, and I'll have to deliver the bad news... What shall I say to them?

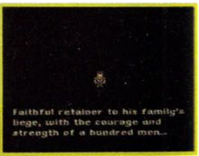
DOMA CASTLE

The assault on Doma begins automatically. All you can do is watch in horror as Kefka's cruel plot unfolds. Cyan, the courageous knight of Doma, will do anything to avenge the outrage.

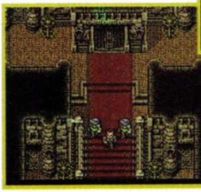


IN DOMA

Things are looking grim in Doma Castle as the Imperial assault force draws close to the walls. Cyan steps forward to lead the resistance. You'll take over when he goes out to meet the enemy commander.



Faithful retainer to his family's liege, with the courage and strength of a hundred men...



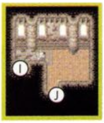
Cyan's Sword Tech skills can damage enemies seriously. As his skill develops through the game, he becomes one of the strongest fighters.

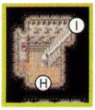
CHECKLIST

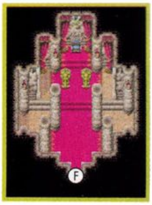
① LEADER
② REMEDY
③ BED (RECOVER HP/MP)
④ X-POTION
⑤ ELIXIR
⑥ ETHER
⑦ FENIX DOWN
⑧ BEADS

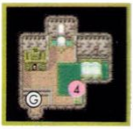
SET AN EXAMPLE

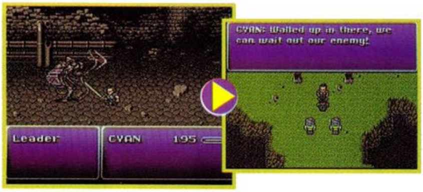
Cyan believes that he can defeat Kefka's forces by defeating the commander in charge of the assault team. He steps forward and delivers his blows with his Sword Tech special power. With the commander defeated, he believes Doma is now safe.

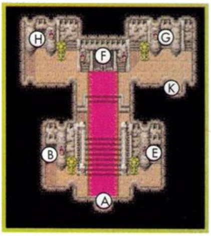


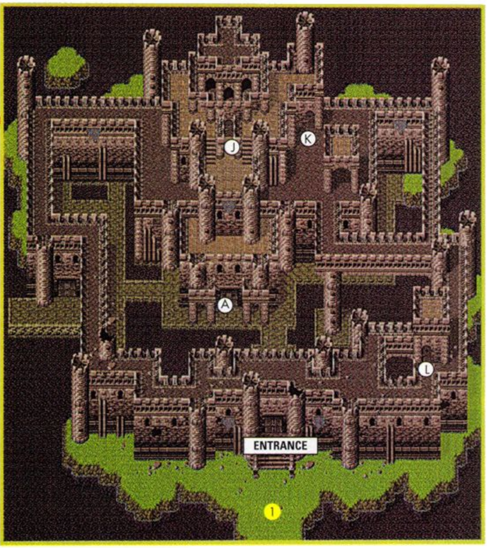







CYAN: Walled up in there, we can wait out our enemy!





POISON FLOW

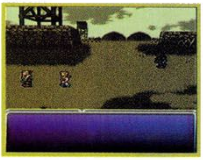
When Emperor Gestahl orders General Leo back home, Kefka has free reign to commit his atrocity and poison the river. The result is massive suffering and death down stream at Doma. Unfortunately, there is nothing you can do to stop it.

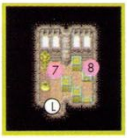
Idiotic!!!

FOLLOW KEFKA

After the battle of Doma, cross the bridge and hear further conversations. With sneers and insults, Kefka tries to leave you behind, but you must follow him and challenge him wherever possible. Every time you confront Kefka, he turns tail and runs away. Like most cruel tyrants, he is a coward.

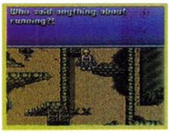
Fight
Throw
Item
SHADOW 136
SABIN 184



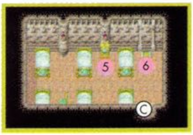


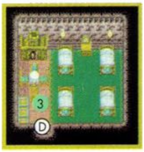
ESCAPE FROM THE CAMP

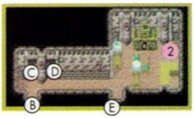
After Cyan joins your duo, the only way to escape is to climb into three Magitek armor units. With the Magitek units, it won't be difficult to cross the bridge and escape. Your next stop is the Phantom Forest and Phantom Train.


Who said anything about running?!

M-TekArmor
SABIN 257
SHADOW 248
CYAN 287

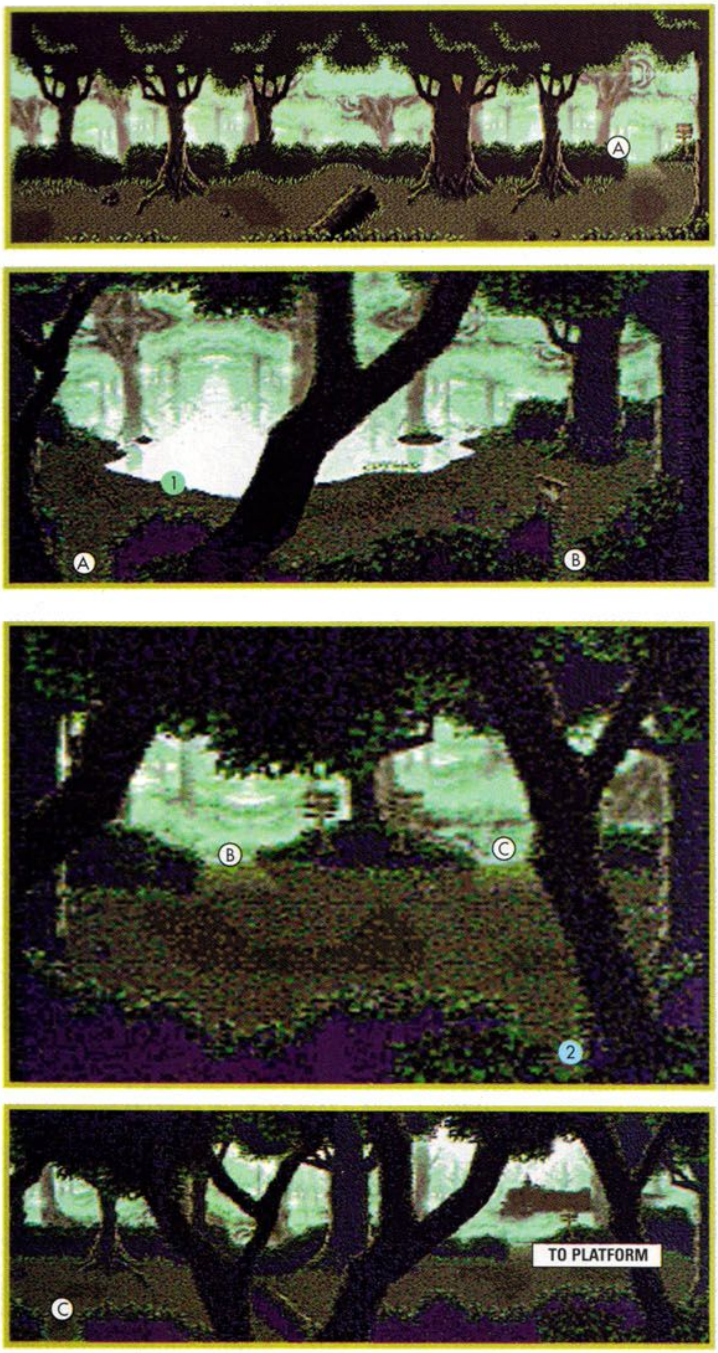






12 EVENT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro



PHANTOM FOREST

The Phantom Forest presents a new perspective for Sabin, Cyan and Shadow. You'll have to choose the correct path or return to the beginning. Expect plenty of attacks along the way. Faithless Shadow may leave you soon.

LOST IN THE FOREST

In this new perspective, look for the signs indicating where the path leaves the screen, but also look for areas where there is a clear spot either at the top or bottom of the screen which might indicate another exit. The second sign, in fact, leads you astray. Take the second upward path.

FOREST REFRESHMENT

Look for this pond in the forest and walk up to its banks. Here you will have your HP and MP replenished. With ghosts and other phantom enemies haunting your every step, you'll need the extra energy to reach the train.

Recovery spring

CHECKLIST

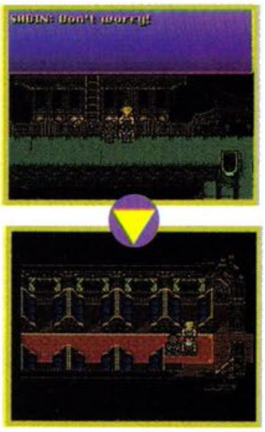
① RECOVERY SPRING
② WRONG WAY PATH

CHECKLIST

① IMPRESARIO (SAVE POINT)

ALL ABOARD

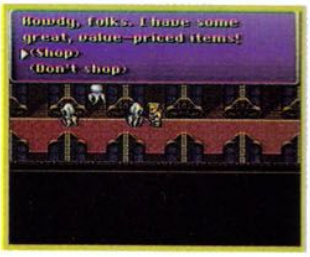
The ghostly train sitting beside the platform is about to pull out of the station for a netherworld destination, but it is the only way out. Just where is it headed? It carries the departed to the other side. Cyan doesn't want to board, but Sabin is determined.



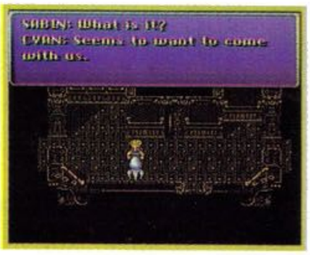
SABIN: Don't worry!

GHOST PAL

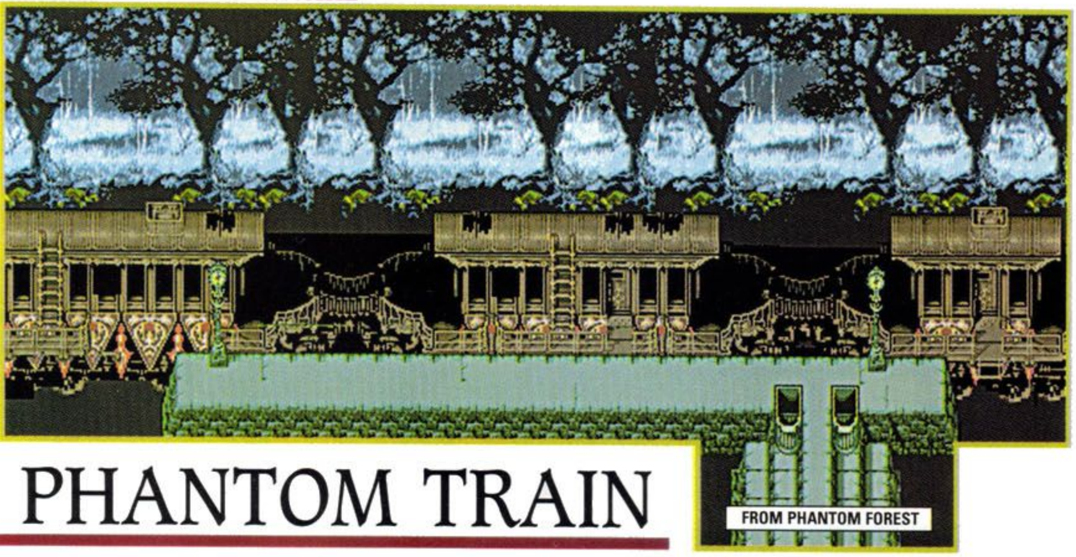
You can meet a friend of sorts if you go back to the caboose and accept his help. The ghost will join your party, but you can't equip him with relics or weapons. There's useful information to be found in the caboose, so look around, and use the Save Point. Other friendly ghosts can be found elsewhere.



Howdy, folks. I have some great, value-priced items!
▶(Shop)
(Don't shop)



SABIN: What is it?
CYAN: Seems to want to come with us.

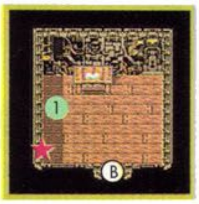


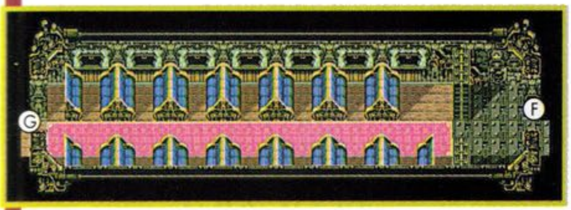
PHANTOM TRAIN

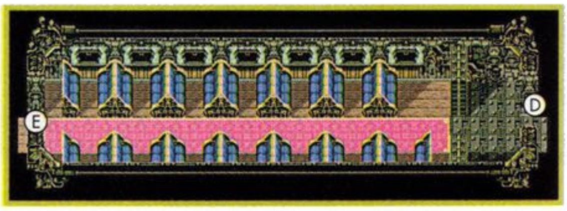
Your ride to the afterlife won't be easy. Death is a tough place. You'll have to battle ghosts and other ghouls to reach the engine—the only place where you can stop the train. Finally, you'll battle the locomotive itself.

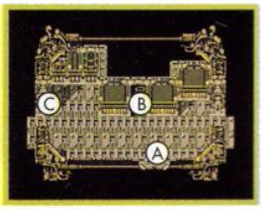
ITEM SHOP

Tonic	50
Potion	300
Antidote	50
Green Cherry	150
Fenix Down	500
Sleeping Bag	500
Shuriken	30

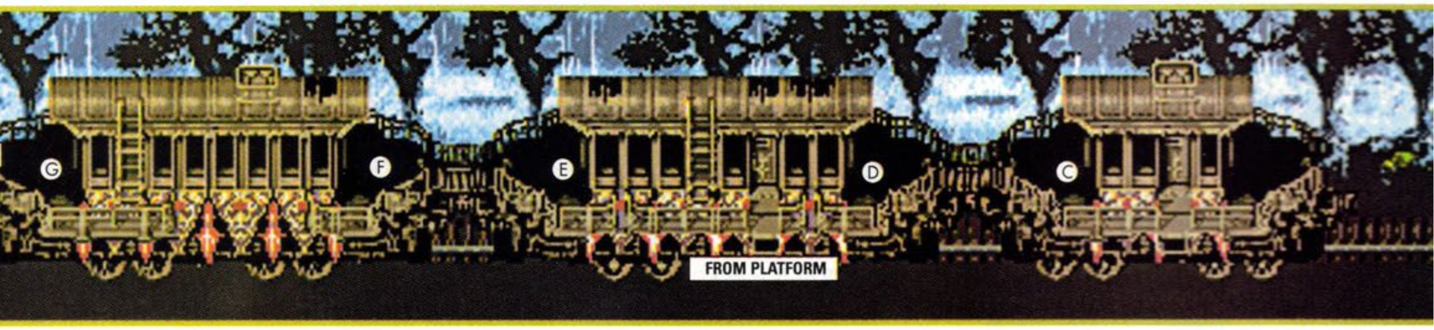








TO PAGE 40-41



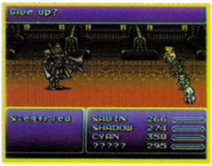
CHECKLIST

Continued from previous Checklist

- ② GHOST
- ③ GO TO ROOF
- ④ SWITCH TO SEPARATE CARS
- ⑤ RECOVER HP
- ⑥ EARRINGS
- ⑦ SIEGFRIED
- ⑧ FENIX DOWN
- ⑨ SNIPER SIGHT
- ⑩ FENIX DOWN
- ⑪ HYPER WRIST
- ⑫ INSTRUCTIONS
- ⑬ THREE SWITCHES
- ⑭ PHANTOM ENGINE

SIEGFRIED

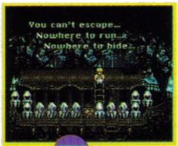
Siegfried claims to be the world's greatest swordsman, but that has yet to be proved. When you attempt to open the chest in this room, S drops in and challenges you. Although you'll easily beat him, he runs off with the treasure. Don't worry, Siegfried still has a role to play later on.



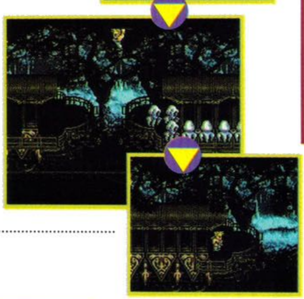
Give up?

NO ESCAPE...!

There's only one way to escape the parade of ghosts that streams out of the train and blocks your escape. You must climb to the roof and jump forward to the next car, then throw the switch that will separate the front of the train from the rear.

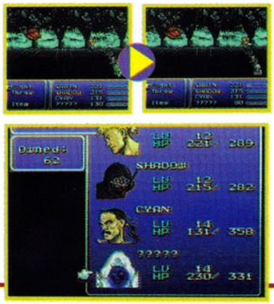


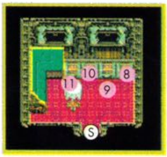
You can't escape...
Nowhere to run...
Nowhere to hide...

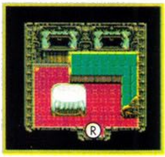


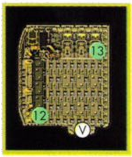
GHOST POISON

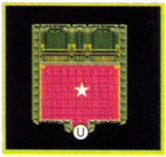
Your friendly ghost will lose HP if you use Tonic during a fight. Restrict yourself to using Tonic after a battle so your dead friend doesn't have to die all over again, which would be too depressing to even think about.

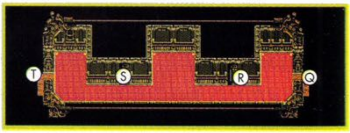


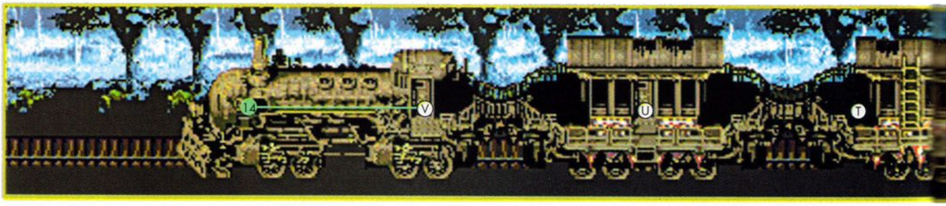






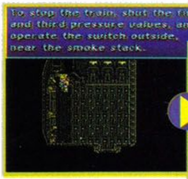




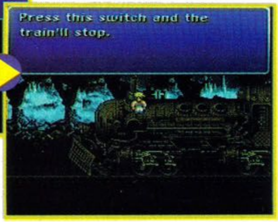


BRAKE DOWN

When you reach the cab of the locomotive, go inside and stop the engine. The friendly ghost will have left by now. At the front of the room is a message instructing you to pull the first and third levers and the switch outside on the smokestack. The levers are against the wall. The switch is forward on the outside of the locomotive.



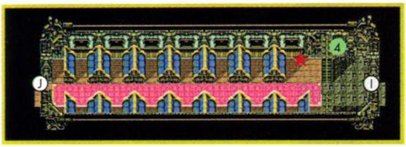
To stop the train, shut the first and third pressure valves, and operate the switch outside, near the smoke stack.

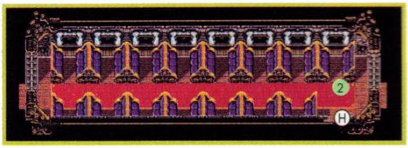


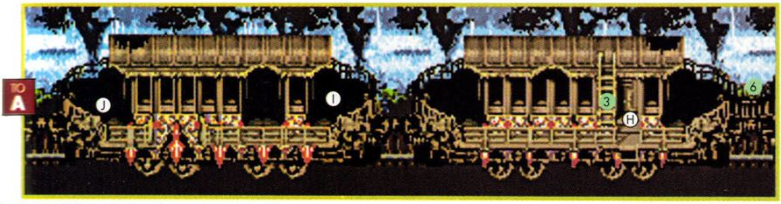
Press this switch and the train'll stop.

RAIL RIOT

The Phantom Train chases your party down the tracks, throwing iron wheels and hurling acid rain. Cyan's Sword Tech Level 1 and Sabin's Blitz attack will get you through, but if you have Shadow and his trusty dog, Interceptor, things may be very easy.



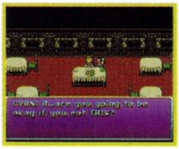




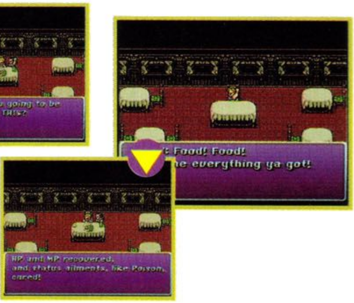
FROM PAGE 38-39

CHOW DOWN

Oddly enough, the ghost train has a dining car that serves dinner. Sit down to replenish your HP and MP cure your party of any ailments.

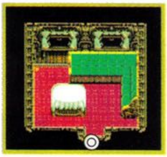


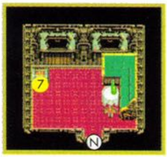
CYAN: R...are you going to be okay if you eat THIS?

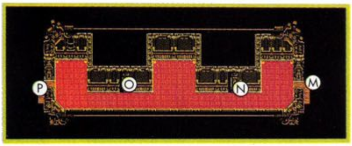


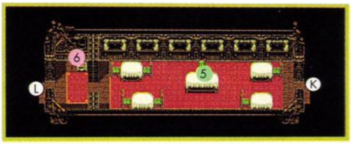
Food! Food!
e everything ya got!

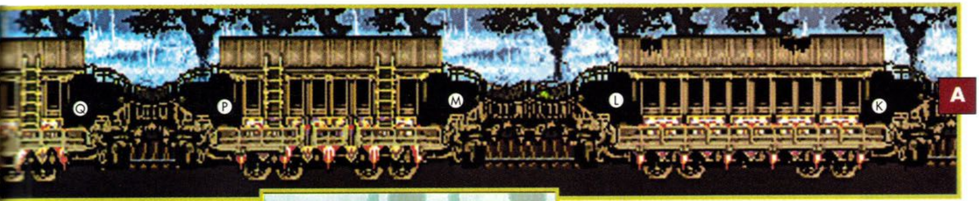
HP and MP recovered,
and status ailments, like Poison, cured!









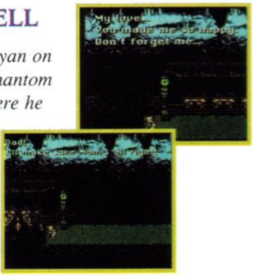


Fight
SwdTech
Item
SABIN 212
SHADOW 282
CYAN 358

Fight
Blitz
Item
SABIN 248
SHADOW 0
CYAN 84

CYAN'S FAREWELL

A teary farewell awaits Cyan on the platform where the Phantom Train finally stops, for there he sees his wife and son board the train. As you may recall, they were poisoned by Kefka at Doma. The noble knight is dejected.

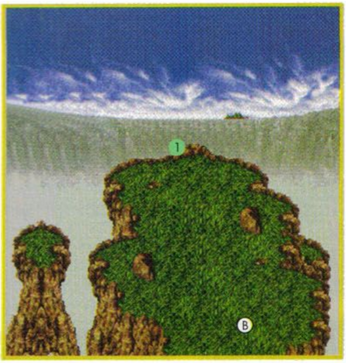


My love...
You made me so happy.
Don't forget me...

Dad!
I'll make sure Mom's all right!

13 EVENT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

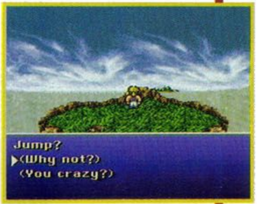


BAREN FALLS

Go east and north from the Phantom Forest, up the valley to Baren Falls. You'll leap into the cataract and be carried far south to the Veldt. The plan is to reach Mobliz in the far east.

THE BIG PLUNGE

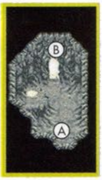
Actually taking the plunge isn't so hard, it's what you find in the water with you that may ruin your day. Use a tent before going to the Falls. If Shadow is still with you, he'll leave before the leap. Piranha attack non stop, but you should worry about Rizopas' El Nino attack, which is worth several hundred HP of damage. Use your Potion early.

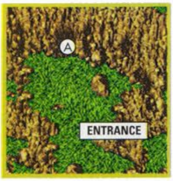


Jump?
▶(Why not?)
(You crazy?)

CHECKLIST

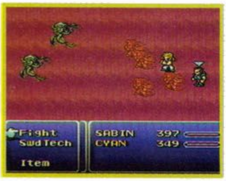
① DIVE INTO THE FALLS



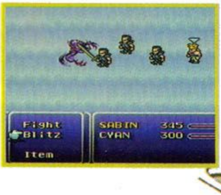


RIZOPAS

Rizopas appears after you've defeated about two dozen Piranha during your fall in the falls. His El Nino attack is devastating, so make sure you use Potion or Tonic to fill up immediately. Keep healthy and Blitz him.



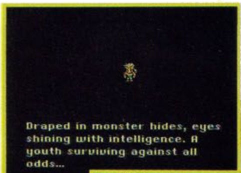
Fight
SwdTech
Item
SABIN 397
CYAN 349



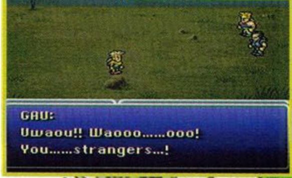
Fight
Blitz
Item
SABIN 345
CYAN 300

GAU THE WILD ONE

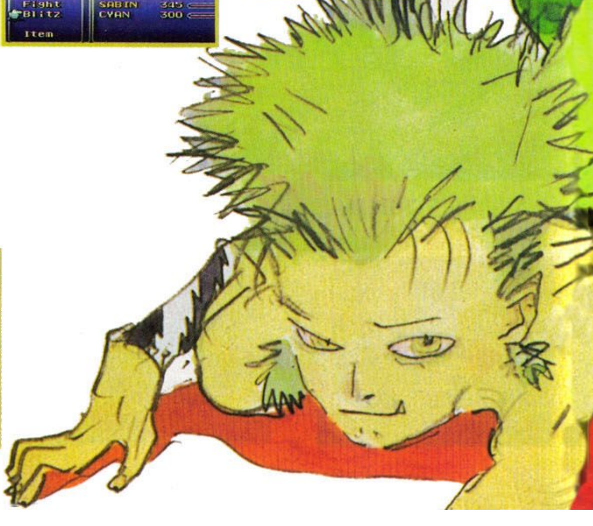
This wild child roams the dangerous Veldt, living off the land, but apparently not very well because he is very hungry. As Sabin and Cyan cross the Veldt, fending off the beasts, they encounter Gau. Fight him off for now. Later, in Mobliz, you'll buy meat to take out to him. With the offering of food, you'll become Gau's friend.



Draped in monster hides, eyes shining with intelligence. A youth surviving against all odds...



GAU:
Uwaou!! Waooo......ooo!
You......strangers...!

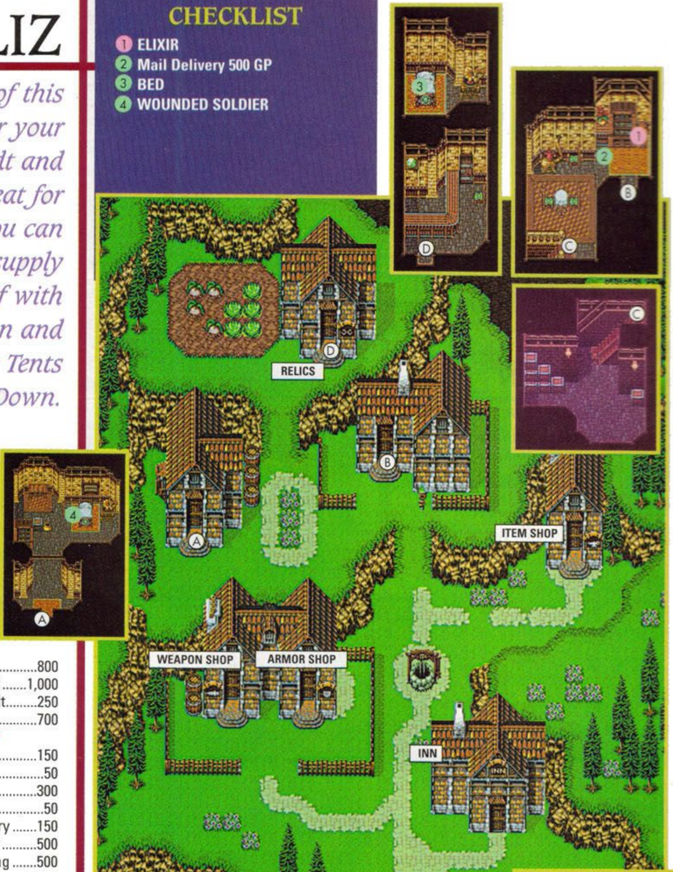


MOBLIZ

The main importance of this town is to recoup after your journey across the Veldt and to buy meat for Gau. You can also resupply yourself with Potion and other essentials like Tents and Fenix Down.

CHECKLIST

① ELIXIR
② Mail Delivery 500 GP
③ BED
④ WOUNDED SOLDIER

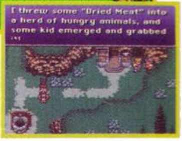


World of Balance

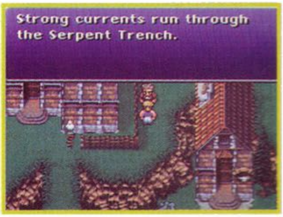
WEAPON SHOP	
Mithril Knife	300
Mithril Blade	450
Mithril Claw	800
Kotetsu	800
ARMOR SHOP	
Buckler	200
Heavy Shield	400
Plumed Hat	350
Magus Hat	600
Bandana	800
Iron Helmet	1,000
Kung Fu Suit	250
Iron Armor	700
ITEM SHOP	
Dried Meat	150
Tonic	50
Potion	300
Eye Drop	50
Green Cherry	150
Fenix Down	500
Sleeping Bag	500
Tent	1,200
RELIC SHOP	
Sprint Shoes	1,500
White Cape	500
INN	100

MEAT OFFERING

Buy the Dried Meat in Mobliz and pack it onto the Veldt. After battling some Veldt Beasts, you'll find Gau. If you feed him, he'll be wildly grateful. He'll even lead you to his secret treasure—a Diving Helmet. Gau's special attack is his ability to learn the attacks of other creatures.



I threw some "Dried Meat" into a herd of hungry animals, and some kid emerged and grabbed it!

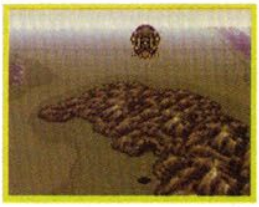


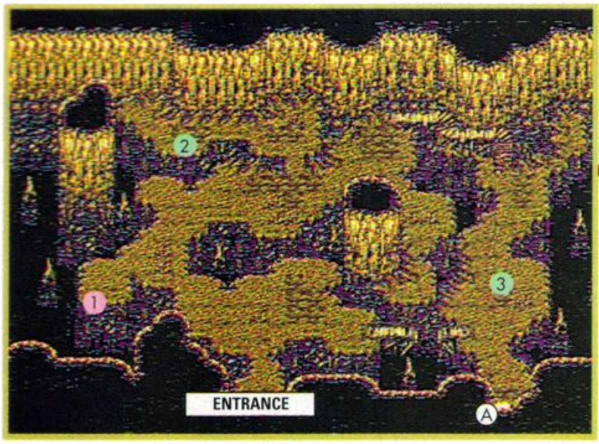
Strong currents run through the Serpent Trench.

Get information about the Serpent Trench and help the wounded soldier send a letter via pigeon to his love far away.

MT.CRESCENT & SERPENT TRENCH

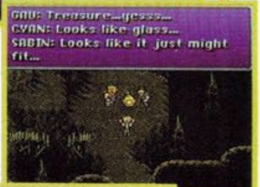
Across the rickety walks of Mt. Crescent's caves you'll find a shining treasure in the dark. The Diving Helmet lets you breathe while swimming the Serpent Trench. Gau then digs up his trophy and gives it to you.

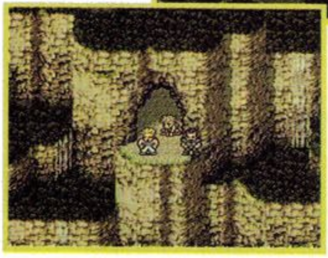




LEAP AND LEARN

Beat up some more Veldt animals and use Gau's Leap command. He will learn the attacks of the beast by the next attack. Learn lots of attacks, then go to Serpent Trench.


GAU: Treasure...yesss...
CYAN: Looks like glass...
SABIN: Looks like it just might fit...


Gau's shiny gift turns out to be a Diving Helmet. Use it to swim the Serpent Trench.

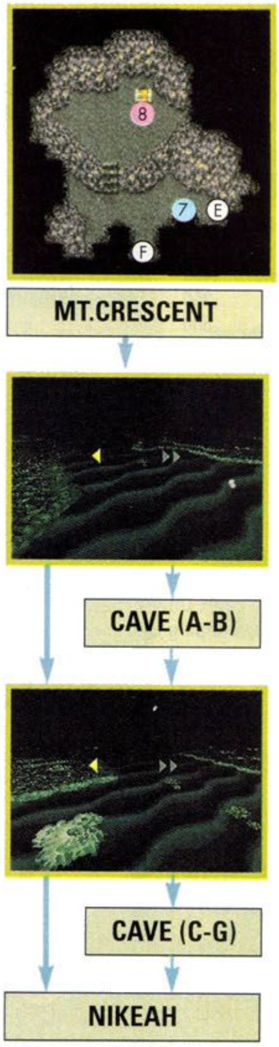
SERPENT TRENCH

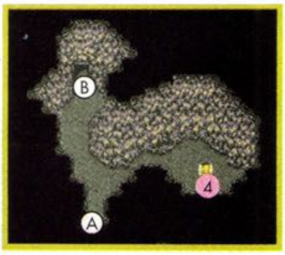
This Mode 7 ride through the Serpent Trench doesn't present many dangers, but there are some opportunities to gather items. When the flashing arrow appears, if you choose the left path, you'll go quickly to Nikeah. If you go to the right, you can collect more items.

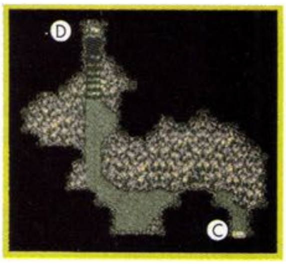
CHECKLIST

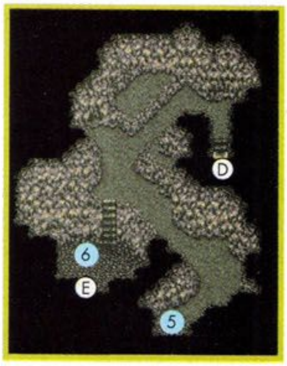
① ELIXIR
② LOSE 500 GP
③ DIVING HELMET
④ X-POTION
⑤ SWITCH
⑥ POOL
⑦ JUMP DOWN THE HOLE
⑧ GREEN BERET

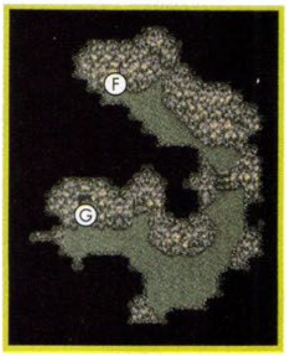
Take the right path in the Trench to collect extra items. The left path whisks you to your next stop—the port of Nikeah.











Fight
SwdTech
Item
SABIN 316
CYAN 234
GAU 248
While shooting down the Serpent Trench you'll have to fight many sea serpents. Heal yourself during the fights because you can't use items or magic while moving.

World of Balance

WEAPON SHOP

Mithril Claw	800
Kotetsu	800
Mithril Pike	800

ARMOR SHOP

Heavy Shield	400
Plumed Hat	250
Magus Hat	600
Bandana	800
Iron Helmet	1,000
Kung Fu Suit	250
Silk Robe	600
Iron Armor	700

ITEM SHOP

Tonic	50
Potion	300
Echo Screen	120
Smoke Bomb	300
Green Cherry	150
Fenix Down	500
Sleeping Bag	500
Tent	1,200

RELIC SHOP

Goggles	500
Star Pendant	500
White Cape	5,000
Fairy Ring	1,500
INN	150
CHOCOBO STABLE	80

World of Ruin

WEAPON SHOP

Rune Edge	7,500
Flame Sabre	7,000
Blizzard	7,000
Thunder Blade	7,000
Enhancer	10,000

ARMOR SHOP

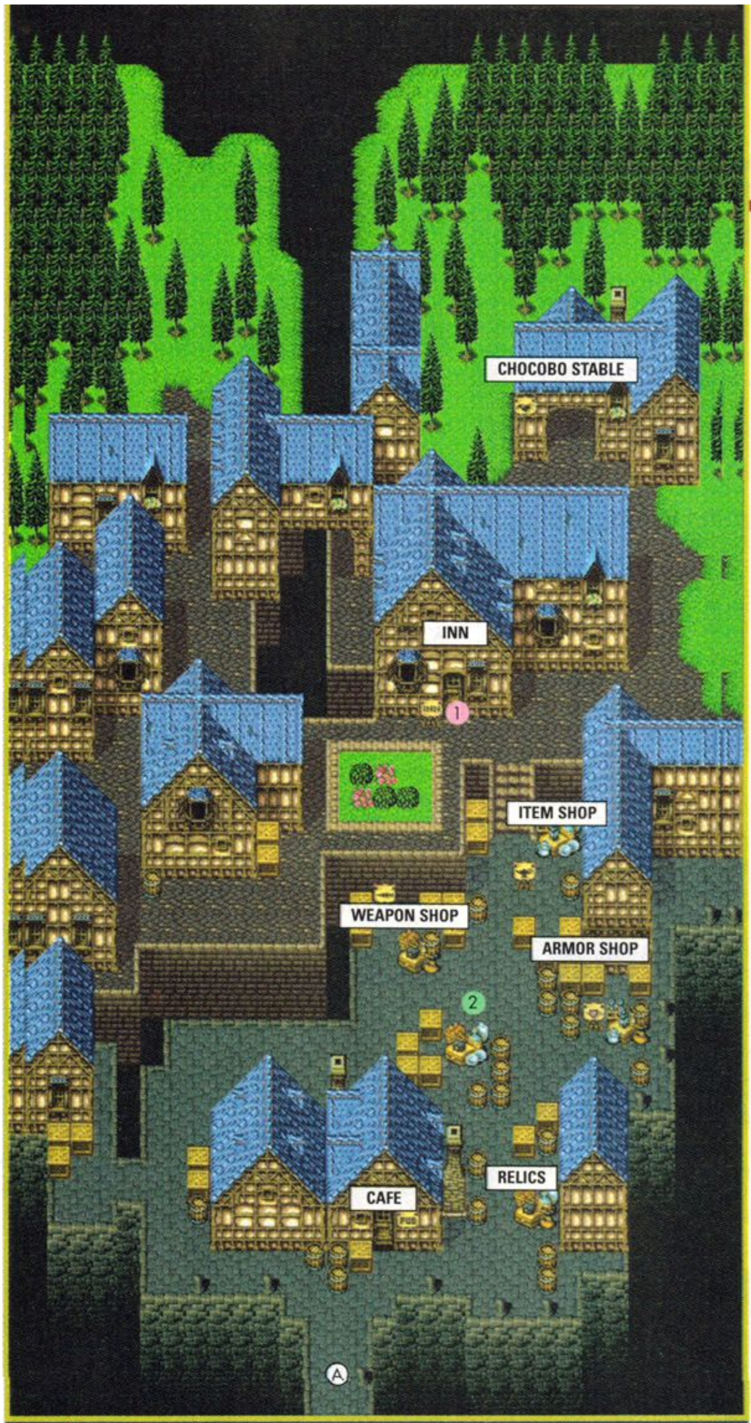
Diamond Shield	3,500
Bard's Hat	3,000
Green Beret	3,000
Diamond Helm	8,000
Gaia Gear	6,000
Power Sash	5,000
Diamond Vest	12,000

ITEM SHOP

Potion	300
Tincture	1,500
Soft	200
Fenix Down	500
Revivify	300
Remedy	1,000
Sleeping Bag	500
Tent	1,200

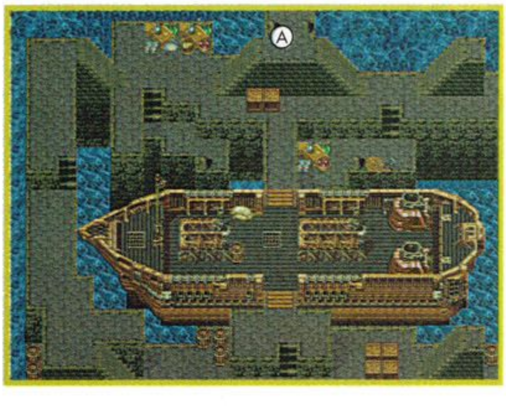
RELIC SHOP

White Cape	5,000
Cure Ring	8,000
Zephr Cape	7,000
Gale Hairpin	8,000
Hyper Wrist	8,000
Beads	4,000
Amulet	5,000
Czarina Ring	3,000
INN	150
CHOCOBO STABLE	80



CHECKLIST

① ELIXIR
② EDGAR JOINS (W.O.R.)



NIKEAH

At the seaport of Nikeah you'll find a ship headed for South Figaro. Before departing, be sure to stock up at the shops.

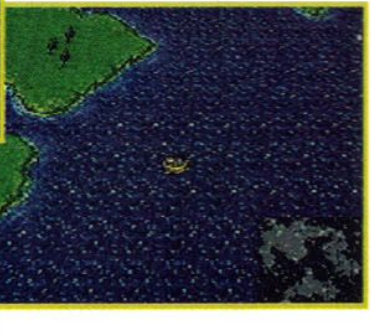
ON TO NARSHE

The journey of the three parties is about to end. Once you are aboard the ship to South Figaro, the game automatically shifts to Narshe where all the parties have now gathered, and just in time to fight off the invasion of Imperial troops under Kefka's command.

Ya met that odd man, lives near the Lete River? His wife bore 'im a son, 15 years ago.

South Figaro-bound ferry.
(Still need to shop.)
(Hop aboard!)

The ship voyage completes the cycle of escape from the Returners' Hideout.



NARSHE

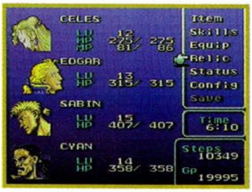
Kefka is on the march with his Imperial troops and the good citizens of Narshe don't want to get involved. It's up to you to split your group into three fighting units and have at it.

KEFKA INVADES

Kefka and his troops now find your party in the hills behind Narshe. You must divide into three independently controlled groups. (Select a group to move by pushing the Y Button.) Although the Imperial troops spread out in the maze, you can attack with one group in most cases. Your strongest group should include Terra, Edgar and Sabin.

Emergency!!
The Empire cometh!!

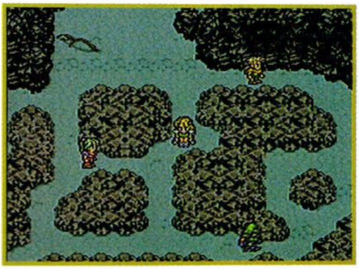
You'll receive news of the impending attack while gathered together in Narshe. There's really no choice here. You'll have to fight.



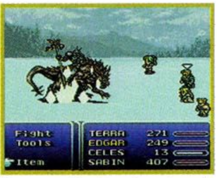
CELES
LV 12
HP 275/ 275
MP 81/ 86
EDGAR
LV 13
HP 315/ 315
SABIN
LV 15
HP 407/ 407
CYAN
LV 14
HP 358/ 358
Time 6:10
Steps 10349
GP 19995

Item
Skills
Equip
Relic
Status
Config
Save

One strong party with Sprint Shoes can cover most of the battleground. Use Terra, Sabin, Edgar, Cyan or Celes.



As in the battles with the Moogles, you can use the three parties to block the exit and move forward to attack the closest Imperial party.



Fight
Tools
Item
TERRA 271
EDGAR 249
CELES 13
SABIN 407

Use a combination of magic and special attacks to bury the Rider and his fearsome steed. Make sure you have plenty of Potion on hand.

ROUGH THE RIDER

The biggest challenge ahead is the enemy known as the Rider. Its Virite and Silver Lance attacks can be brutal, but you have plenty of power to withstand it. Terra's Fire magic works well, as do Edgar's tools. Sabin's Blitz attack is always a strong choice.

KEFKA FLEES

The great villain in all matters seems to be Kefka. He has no scruples and will commit atrocities without a second thought, but he isn't much of a fighter. On the other hand, he is a survivor. Even though you'll win at this encounter, Kefka runs away and you'll fight him on another day.

Fight
Tools
Item
CELES 275
EDGAR 315
SABIN 407
CYAN 402

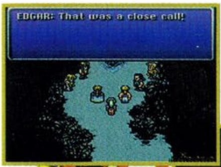
Fight
Runic
Magic
Item
CELES 275
EDGAR 315
SABIN 374
CYAN 402

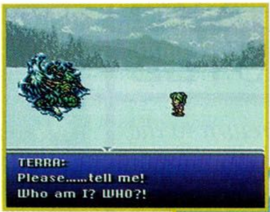
If Celes is in your party, be sure to use her protective Runic magic. With Sabin, it's a matter of using Blitz so you can pummel Kefka without mercy.

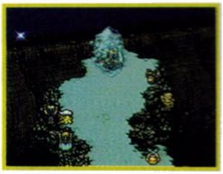
Fight
Runic
Magic
Item
CELES 275
EDGAR 315
SABIN 407
CYAN 402

THE TRANSFORMATION

With Kefka out of the way for the moment, you continue into the mines to learn more about the frozen Esper. This is a fateful moment. Terra's first encounter with the Esper merely knocked her out. This time she'll be transformed into a sort of Esper herself, then she'll fly away without a word. Since everyone agrees that the fate of the world lies in Terra's strange powers, you decide to go after her and again the companions divide to begin the search. In this case, however, you use only one party.

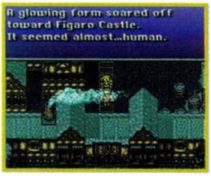

EDGAR: That was a close call!

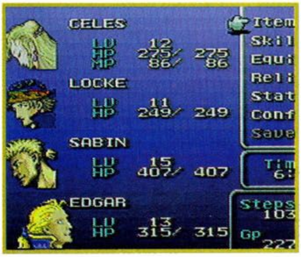

TERRA:
Please......tell me!
Who am I? WHO?!



THE CHASE

Terra has fled and you must follow, but where do you go? Edgar has the answer. You must return to Figaro Castle in the desert and use its amazing submerging ability to travel under the mountains to the west. Your party should include Edgar, Sabin, Celes and Locke. On the west side of the mountains, head north to the town of Kohlingen, where Terra has been sighted, then make for Jidoor in the south.


A glowing form soared off toward Figaro Castle.
It seemed almost...human.


CELES LV 12 HP 275/ 275 MP 86/ 86
LOCKE LV 11 HP 249/ 249
SABIN LV 15 HP 407/ 407
EDGAR LV 13 HP 315/ 315

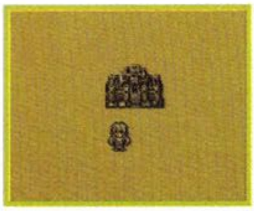
The best party for the next stage of the game is Edgar, Sabin, Celes and Locke. You'll have strength, magic, and the ability to steal.

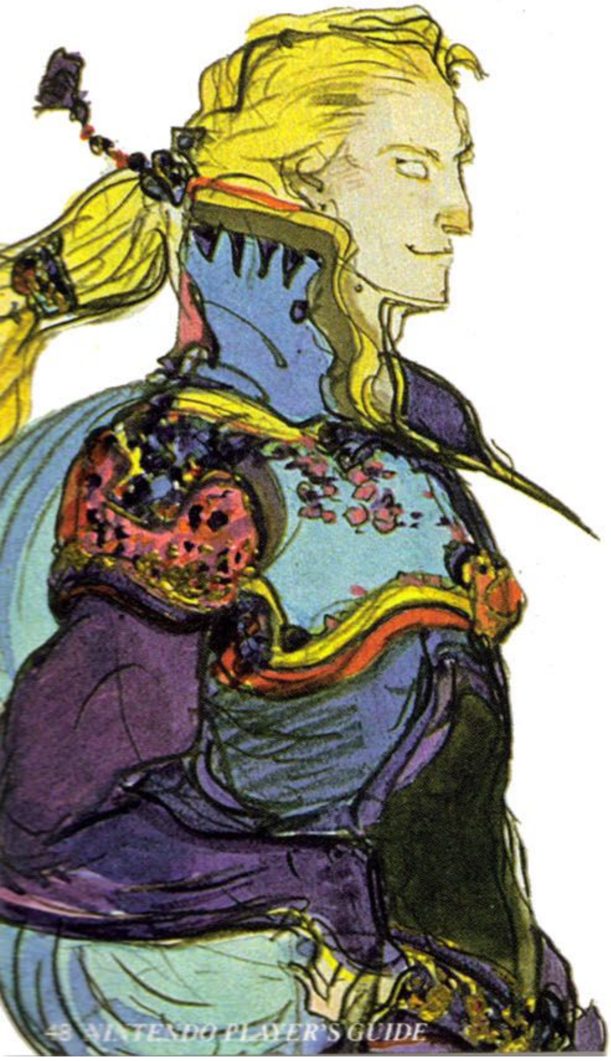
EVENT 16

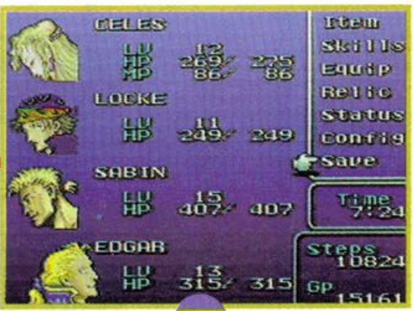
FIGARO CASTLE

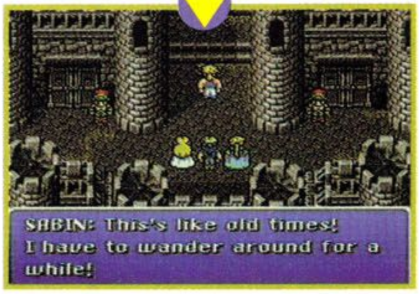
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

When you return to the desert you will find that Figaro Castle has risen above the dunes once more. You will learn more about the history of Edgar and Sabin if they are in your party. The castle will take you west of the mountains when you decide to go.







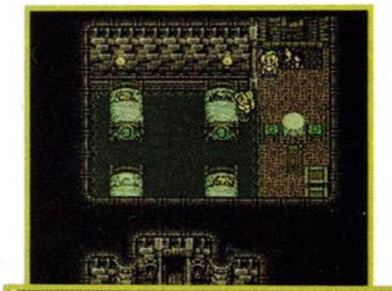

SABIN: This's like old times!
I have to wander around for a while!

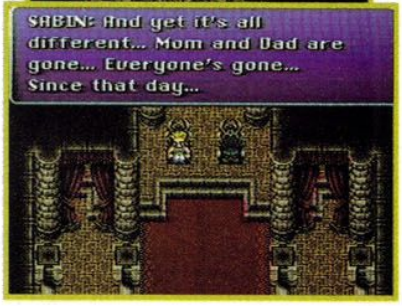
BACK HOME

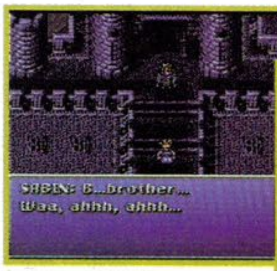
Sabin's homecoming to Figaro Castle is a typically touching affair with speech-making and much attendant guilt. For you, it's more important to stock up on items, especially with Edgar's discount, in preparation for the journey ahead. You can also learn more about Figaro's sad history. Have a hanky handy.

MEMORIES & DREAMS

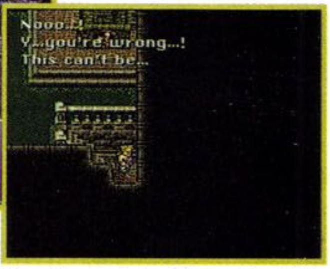
To sleep, perchance to dream. Perhaps it is the comfy beds or the warmth of home, but something triggers Edgar's memory and he dreams about the time when his father, the king, fell ill and died. The old ruler wished for the kingdom to be divided between his two sons, but Sabin, always the idealist, would have nothing of it and left the royal fold to become a karate champ. Apparently royalty is just as difficult a business in Final Fantasy as it is in real life. You'll awake none too soon and head for the hills.



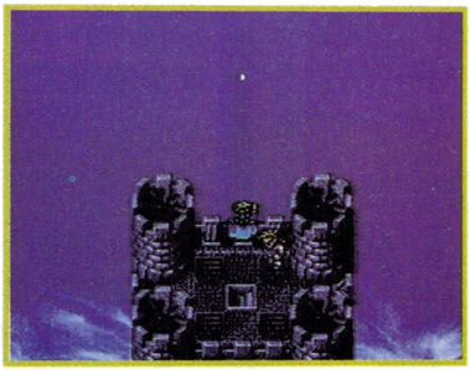

SABIN: And yet it's all different... Mom and Dad are gone... Everyone's gone... Since that day...

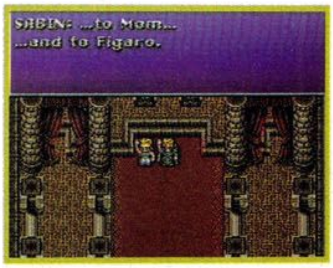

SABIN: B...brother...
Waa, ahhh, ahhh...

Sabin doesn't stick around long enough to find out about the King's wishes.


Nooo...!
Y...you're wrong...!
This can't be...

The old monarch of Figaro Castle is on his death bed, or throne.

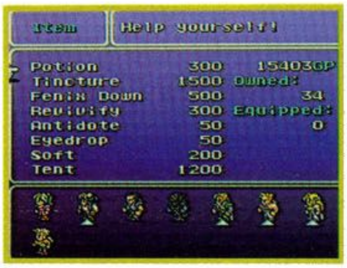



SABIN: ...to Mom...
...and to Figaro.

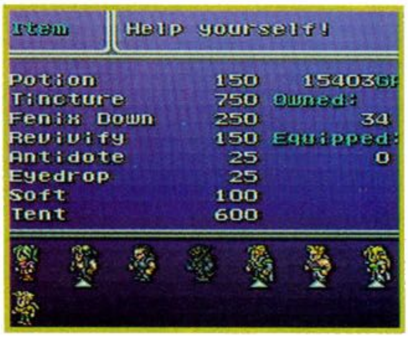
Fond memories of their parents bring the brothers closer together.

ROYAL DISCOUNT

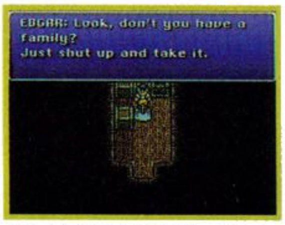
Put Edgar at the head of your party then go shopping. Recognizing his highness, the shopkeepers will offer you a discount of 50% on all goods being sold in Figaro Castle. Unfortunately, the sale only happens in Figaro, so stock up now and SAVE, SAVE, SAVE on brand name weapons, armor and assorted potions.



```
Item     Help yourself!
Potion          300  15403GP
Tincture       1500  Owned:
Fenix Down      500       34
Revivify        300  Equipped:
Antidote         50        0
Eyedrop          50
Soft            200
Tent           1200
```



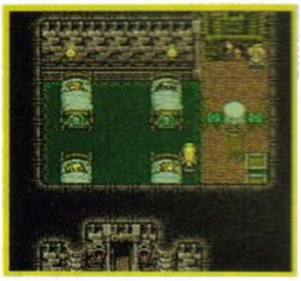
```
Item     Help yourself!
Potion          150  15403G
Tincture        750  Owned:
Fenix Down      250       34
Revivify        150  Equipped:
Antidote         25        0
Eyedrop          25
Soft            100
Tent            600
```



EDGAR: Look, don't you have a family?
Just shut up and take it.

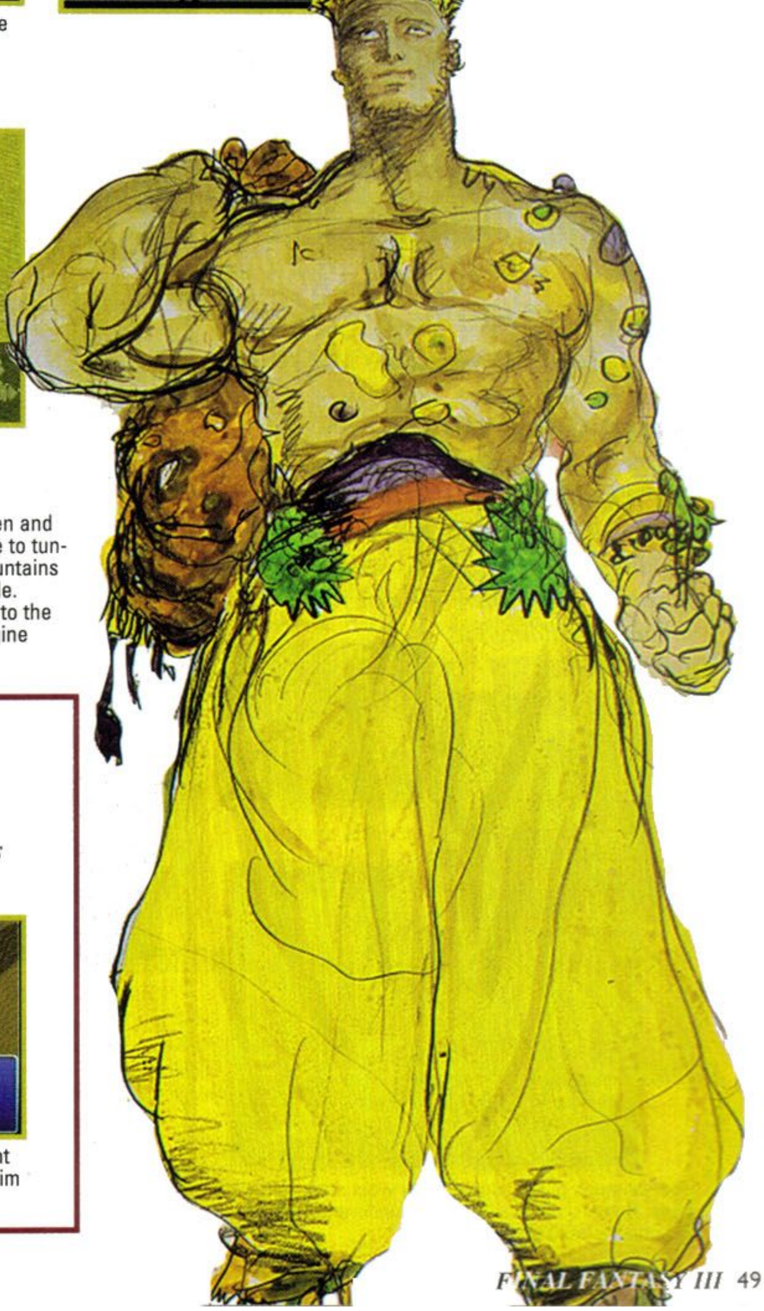
Yes, it's Crazy Edgar's, where everyday low prices mean savings fit for a king.

LEVEL UP



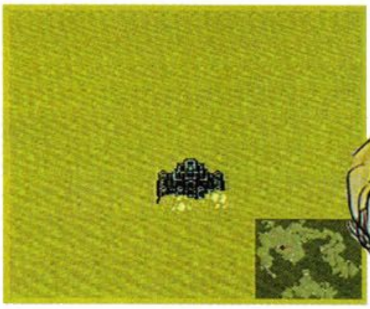
Figaro Castle is a great place to build your characters into mighty fighters and line their pocketbooks with hard-won gold. Repeatedly venture out into the dunes and battle the critters, then return to the castle where you can recover for free in the bedroom, then go back out again. Use the money you earn on cheap goods using Edgar's discount.

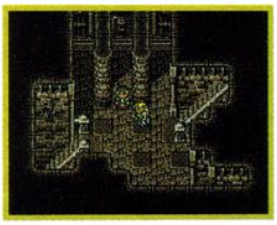
Fight
Runic
Magic
Item
CELES 275
LOCKE 225
SABIN 4
EDGAR 3



CASTLES IN THE SAND

When you're finally ready to leave this paradise of stone and sand, head down to the engine room of the castle and see the old man who runs the machinery there. The castle will dig itself down into the sand sea and swim along right under the western mountains to another patch of desert.

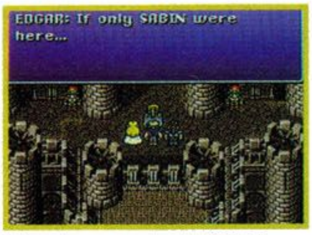




To reach Kohlingen and Jidoor, you'll have to tunnel under the mountains using Figaro Castle. Leave the driving to the old guy in the engine room.

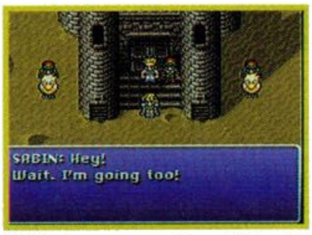
MISSING BROTHERS

What happens if you don't bring Edgar and Sabin? You can still succeed, but you have weaker combatants and you can't buy supplies cheaply. Also, if one brother goes and the other stays, it will change their personalities.



EDGAR: If only SABIN were here...

Edgar becomes lonely if Sabin isn't chosen to join the party.



SABIN: Hey!
Wait. I'm going too!

Sabin becomes cold and distant if Edgar isn't around to cheer him up.

EVENT 17

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

CHECKLIST

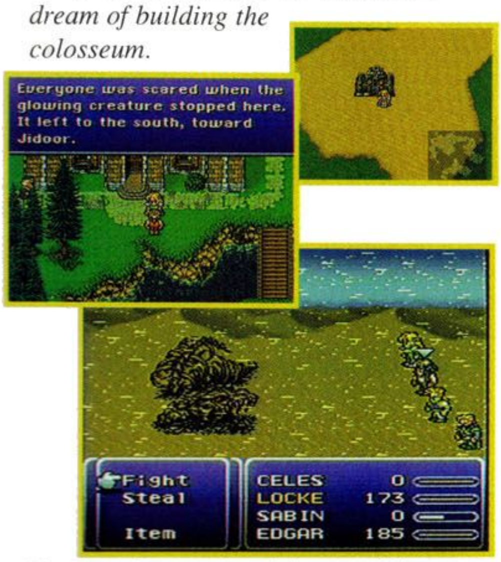
① ELIXIR
② GREEN BERET
③ LOCKE REMEMBERS RACHEL
④ RACHEL AT REST

KOHLINGEN

This northwestern town is abuzz with sightings of a strange pinkish apparition seen flying southward toward the city of Jidoor. You might well assume that this was Terra (it was) and go after her. But before leaving, make sure that you visit everyone.

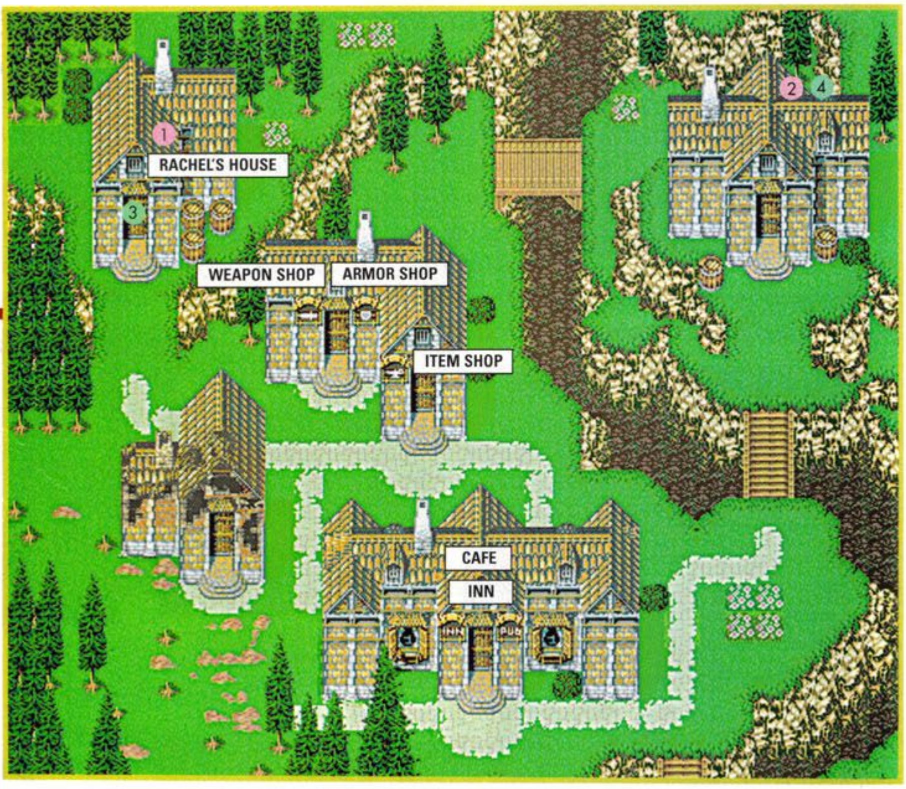
THE WILD WEST

In the desert west of the mountains you'll have to battle a skeletal dinosaur known as Fossil Fang, then move on to Kohlingen. Don't forget to visit the house up north where the man has a dream of building the colosseum.



Everyone was scared when the glowing creature stopped here. It left to the south, toward Jidoor.

There's much to see, do and slay west of the mountains. Beware of Fossil Fang's Thunderstorm attack. Eventually, head south to Jidoor.



LOCKE'S LOST LOVE

The world is full of heartache, even for lively thieves like Locke. It was here in Kohlingen that he lost his beloved Rachel years ago. Apparently she fell from a rickety bridge in a mine; alas, or rather, a lost lass. Will he ever love again? Can he go on?

LOCKE: Soon, you'll...

Rachel fell into oblivion when Locke failed to save her. He lives with constant guilt.

World of Balance

WEAPON SHOP	
Air Lancet	900
Flail	2,000
Full Moon	2,500
Shuriken	30
Fire Skean	500
Water Edge	500
Bolt Edge	500
Inviz Edge	250
ARMOR SHOP	
Mithril Shield	1,200
Magus Hat	800
Bandana	800
Iron Helmet	1,000
Iron Armor	700
Silk Robe	600
Head Band	1,600
ITEM SHOP	
Potion	300
Tincture	1,500
Revivify	500
Antidote	50
Green Cherry	200
Fenix Down	500
Sleeping Bag	300
Tent	1,200
INN	200

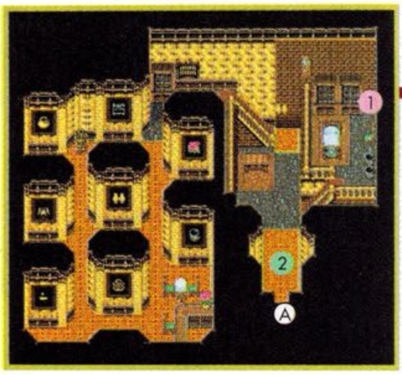
World of Ruin

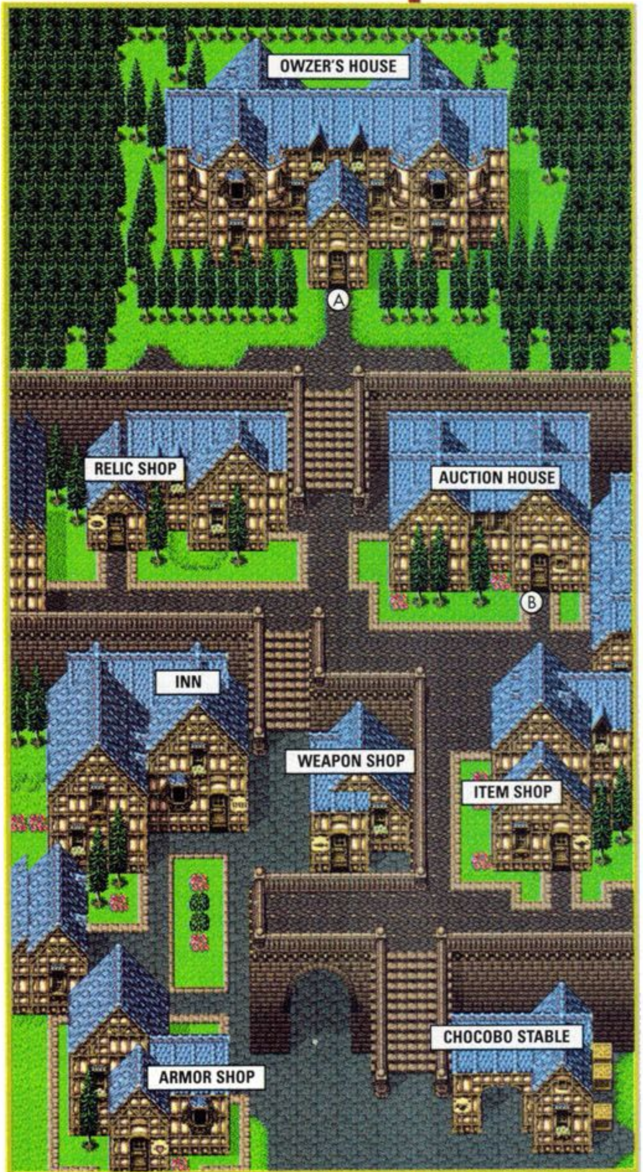
WEAPON SHOP	
Darts	10,000
Dice	5,000
Trump	13,000
Enhancer	10,000
Gold Lance	12,000
ARMOR SHOP	
Diamond Shield	3,500
Bard's Hat	3,000
Green Beret	3,000
Diamond Helm	8,000
Diamond Vest	12,000
Diamond Armor	15,000
ITEM SHOP	
Potion	300
Tincture	1,500
Antidote	50
Fenix Down	500
Revivify	300
Remedy	1,000
Sleeping Bag	500
Tent	1,200
INN	200

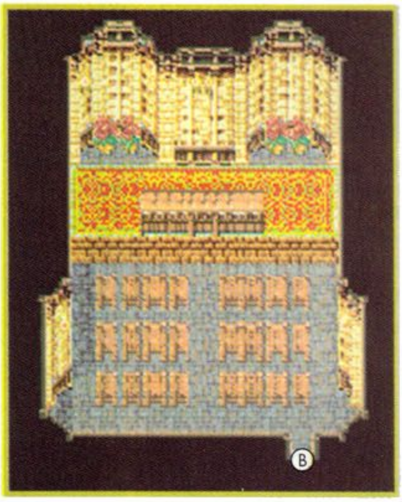
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

JIDOOR

Jidoor is a crossroads where you learn much of doings in Zozo to the north and the Opera House to the south. Gather information and stock up on goodies.

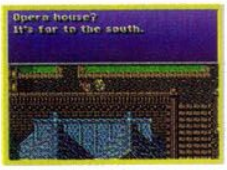




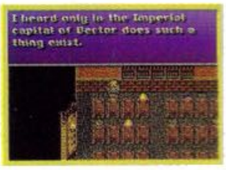


SOAP OPERA

Much seems to be going on in Jidoor. The opera impresario is a basket case because of Maria, his star. (You'll have to sort that out in a minute.) The auction house doesn't seem to be auctioning anything yet. The citizens are bad-mouthing Zozo and Terra is nowhere to be found. One thing you can be sure of is that you'll need lots of strength to get through Zozo, so supply your party well.



Opera house?
It's far to the south.



I heard only in the Imperial capital of Vector does such a thing exist.

You'll hear about the Opera House and Vector, the Imperial seat of power. Listen closely.

CHECKLIST

① TINCTURE
② OWZER

World of Balance

WEAPON SHOP

Forged	1,200
Kaiser	1,000
Kodachi	1,200
Full Moon	2,500
Water Edge	500
Fire Skean	500
Bolt Edge	500
Shadow Edge	500

ARMOR SHOP

Mithril Shield	1,200
White Dress	2,200
Ninja Gear	1,100
Mithril Vest	1,200
Head Band	1,600

ITEM SHOP

Potion	300
Tincture	1,500
Antidote	50
Soft	200
Revivify	500
Fenix Down	500
Smoke Bomb	300
Tent	1,200

RELIC SHOP

Peace Ring	3,500
Barrier Ring	800
Mithril Glove	1,000
Atlas Armlet	5,600
Earring	5,500
True Knight	2,500
Sniper Sight	3,800

INN	250

World of Ruin

WEAPON SHOP

Man Eater	11,000
Partisan	13,000
Crystal	15,000
Sniper	15,000

ARMOR SHOP

Circlet	7,000
Dark Hood	7,500
Crystal Helm	10,000
Dark Gear	13,000

ITEM SHOP

Potion	300
Tincture	1,500
Fenix Down	500
Revivify	500
Remedy	1,000
Warp Stone	700
Sleeping Bag	500
Tent	1,200

RELIC SHOP

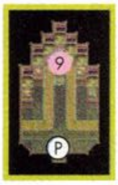
Czarina Ring	3,000
Atlas Armlet	5,600
Cherub Down	5,000
Guard Ring	5,000

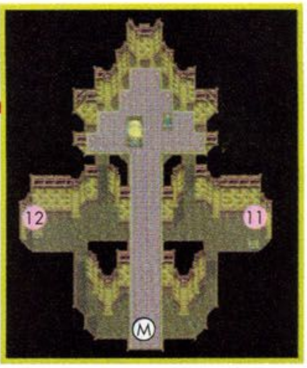
INN	250

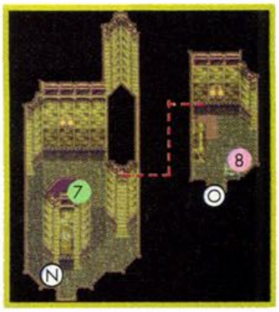
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

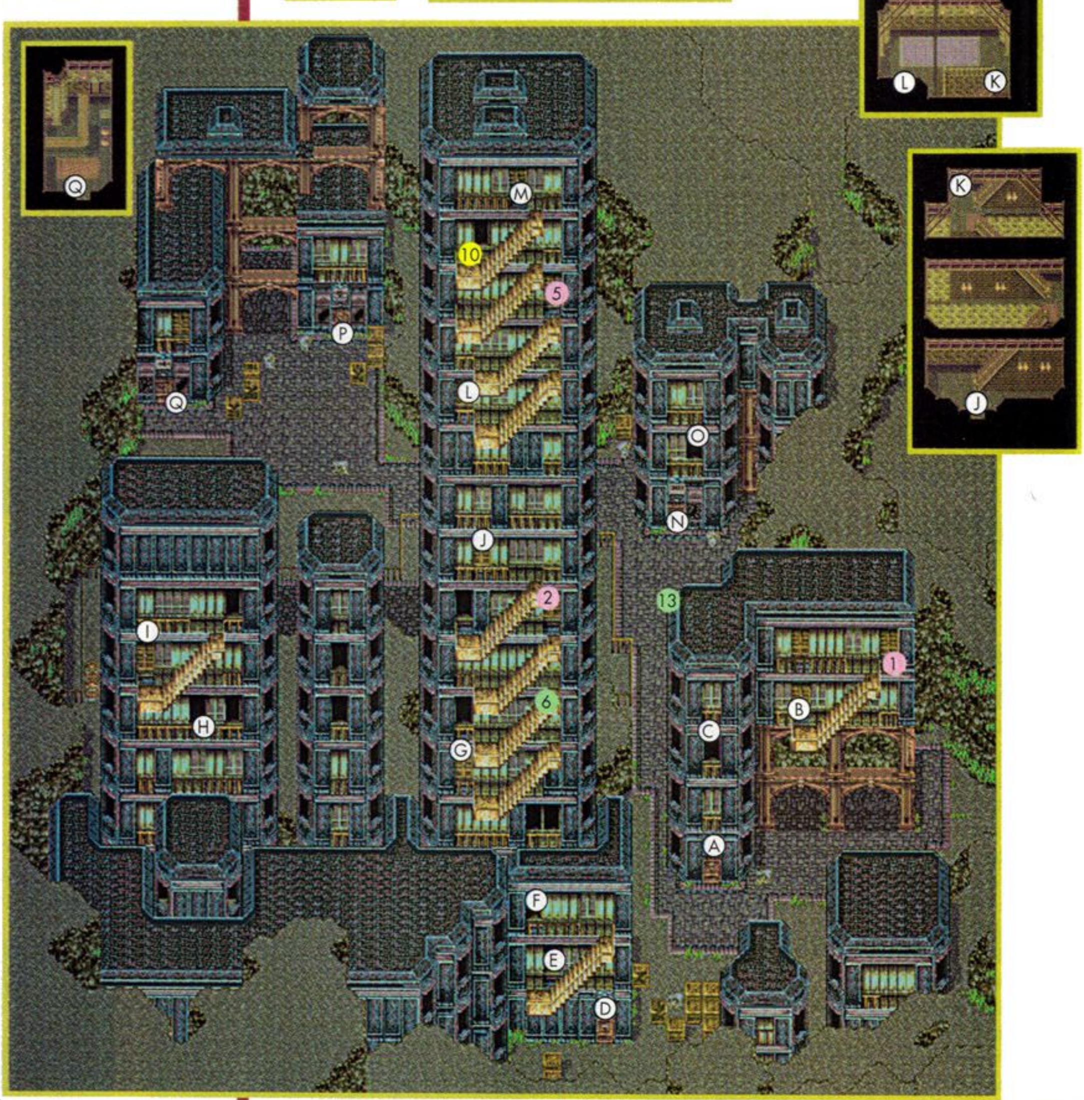
ZOZO

Zozo lies northeast of Jidoor. You will be attacked in the streets and buildings, unlike in other towns. Here you'll find Terra.








Q
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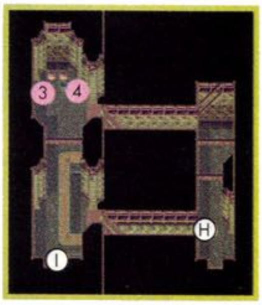
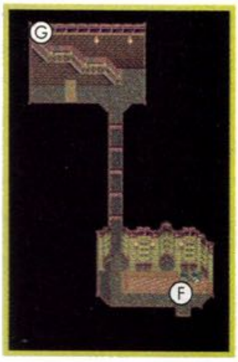




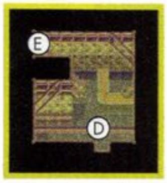
CHECKLIST

① TINCTURE
② THIEF'S GLOVE
③ TINCTURE
④ POTION
⑤ FIRE KNUCKLE
⑥ CRANE
⑦ SET CLOCK TO 6:10:50
⑧ CHAIN SAW
⑨ TONIC
⑩ DADALUMA
⑪ X-POTION
⑫ RUNNING SHOES
⑬ RUST-RID FOR 1,000 GP (W.O.R.)

This place is dangerous!
And don't you dare think about jumping between buildings!

Great people, here!

LIAR'S LAIR

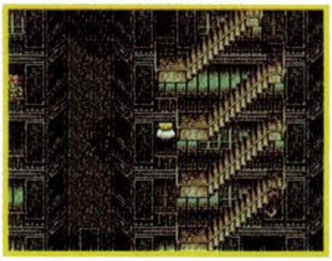


Fight
Blitz
Item
CELES 186
LOCKE 216
SABIN 457
EDGAR 158

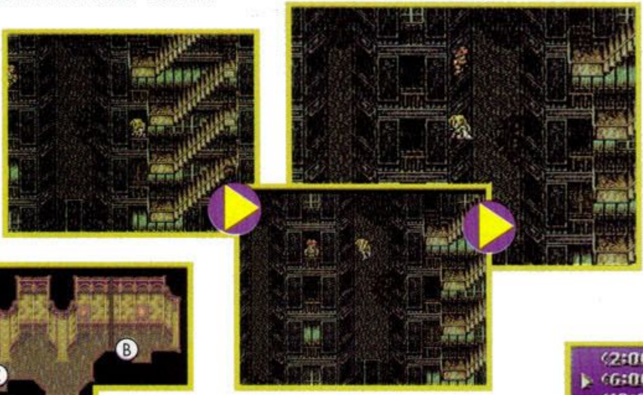
Zozo is full of liars. Don't believe anything anyone tells you. The line of workers talking about time are giving you false clues. The guy who says you can't jump between buildings is dead wrong. You also have to worry about being attacked by assorted giants and weirdos. This is not a fun town, but you must stick it out because Terra is in the highest tower.

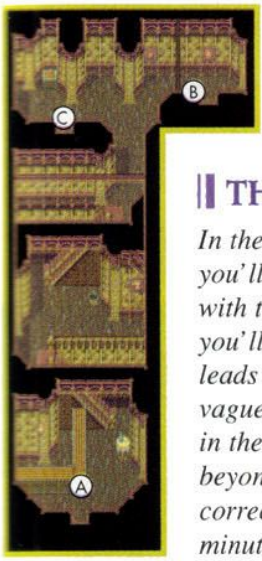
THE TOWERS

Climbing the towers is easy if you realize that dead ends aren't really dead ends. Go to the edge of the balcony and you'll automatically jump over to the next building. Continue fighting onward and upward, jumping when you reach the edge of a building, and eventually you'll reach Dadaluma and Terra.



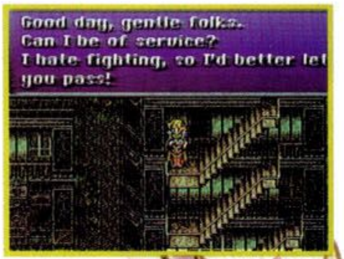
Press right up to the edge of the open balcony and you'll find yourself leaping between the buildings.



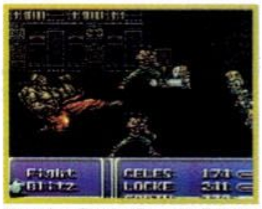


DADALUMA

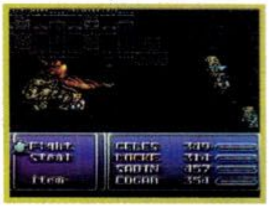
The big cheese in Zozo is Dadaluma. You can make mincemeat out of the mystical fighter if you use Edgar's Chain Saw. (See The Clock below if you don't have the Chain Saw.) The battle may last some time since he tends to use Potion to heal himself. Also, he has friends who join in halfway through the fight.



Good day, gentle folks.
Can I be of service?
I hate fighting, so I'd better let you pass!



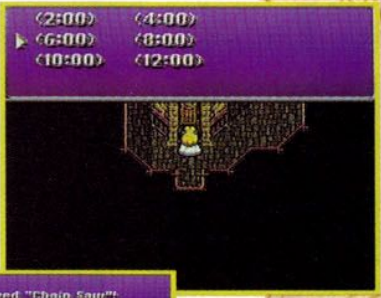
Use the Chain Saw in Edgar's Tool inventory when fighting Dadaluma. Edgar takes on the likeness of Jason, complete with hockey mask.

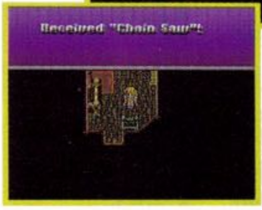


Dadaluma is actually only the first foe. Ninjas also spring out of the woodwork as the battle heats up.

THE CLOCK

In the building in the north of town you'll have to set the broken clock with the correct time. By doing so you'll open up a path that leads to the Chain Saw. The vague clues that are included in the game are almost beyond comprehension. The correct time is: 6 hours, 10 minutes, 50 seconds.



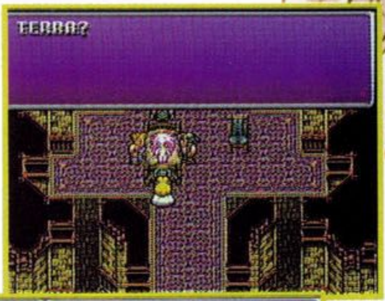


Received "Chain Saw"!

EVENT 20

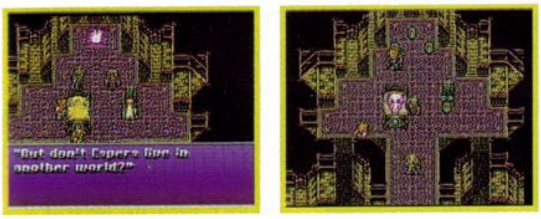
TERRA FOUND

At the top of the tower you'll find Terra and Ramuh, who has been taking care of her. You'll learn about how the Empire is converting Espers into Magicite to be used in Magitek weapons. You are given your next mission—to go to Vector.



TERRA?

Lineup
Form 1 group(s).
CYAN
LV 15
HP 402/ 402
MP 96/ 106



"But don't Espers live in another world?"

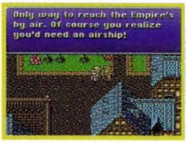
Noble Ramuh sacrifices himself and transforms into Magicite which can be used as magic by humans.

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

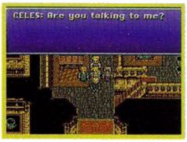
THE OPERA HOUSE

To reach Vector on the southern continent you'll need Setzer's airship, and to get that you'll have to head to the Opera House where Setzer's sweetheart, Maria, performs. The complicated plot involves substituting Celes for Maria in the hope that Setzer will come, as he's promised, to take her away.

CLUES AT JIDOOR



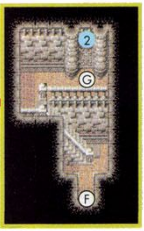
Only way to reach the Empire's by air. Of course you realize you'd need an airship!

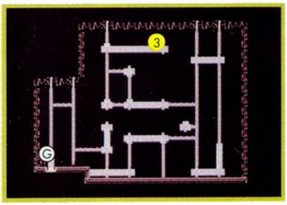


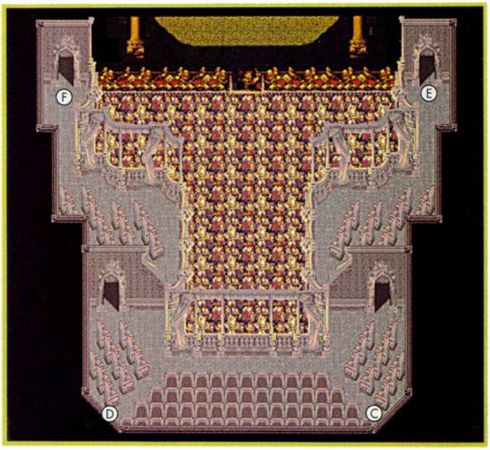
CELES: Are you talking to me?

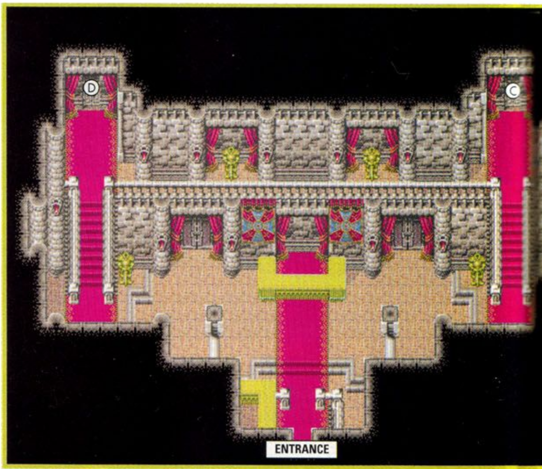
The scheme to win the airship begins at Jidoor. In Owzer's house you'll discover that Celes is a dead-ringer for Maria. You'll also find a letter that talks about Setzer's plan to steal Maria away from the opera.

Be sure to save your progress before going into the Opera House. There is no place to save the game inside, and a lot will happen once the curtain goes up.







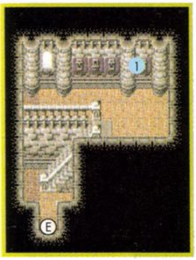


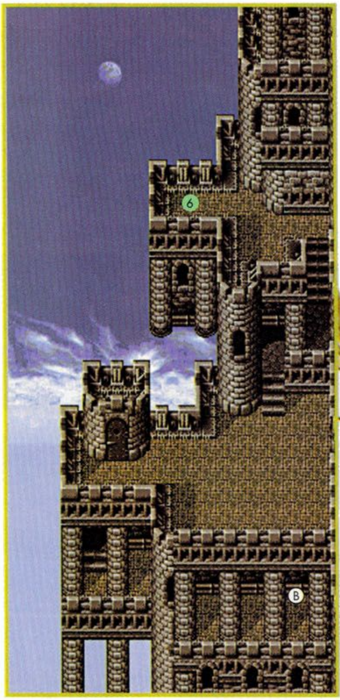
CHECKLIST

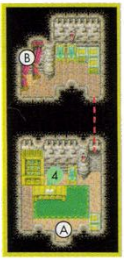
① LEVER TO OPEN DOOR
② DOOR TO THE RAFTERS
③ ULTROS
④ SCORE
⑤ LETTER FROM ULTROS
⑥ CELES THROWS FLOWERS

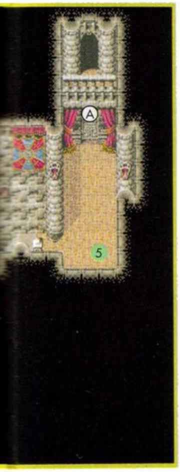
THE SWITCH

So the plan is this: you go to the Opera House, Celes stands in for Maria, Setzer takes Celes by mistake and she delivers the ship. What



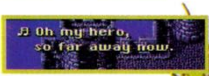


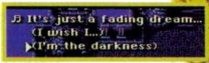


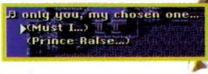


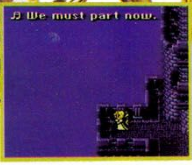
EVENT 22

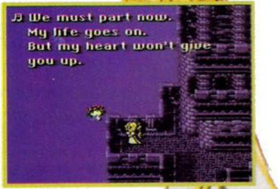
AVE MARIA


♫ Oh my hero,
so far away now.


♫ It's just a fading dream...
(I wish I...)
▶(I'm the darkness)


♫ only you, my chosen one...
▶(Must I...)
(Prince Ralse...)


♫ We must part now.

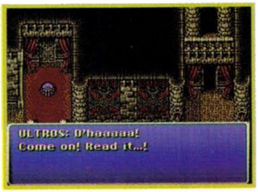

♫ We must part now.
My life goes on.
But my heart won't give
you up.

The success of Celes' debut on stage depends on how well you memorize the opera score. Once you're out on stage, you'll have to choose the correct passages and stage directions from the score when you are asked. The first correct response is: "Oh my hero," followed by "I'm the darkness," and "Must I forget you...?" Later, when the character of Draco appears, dance with him. When he drops the bouquet of flowers, you must pick them up quickly and continue up the stairs of the castle. If you make a mistake, you'll have to start over.

could go wrong? Just about everything, it turns out, because Ultros also shows up.

CELES: Now just a minute...

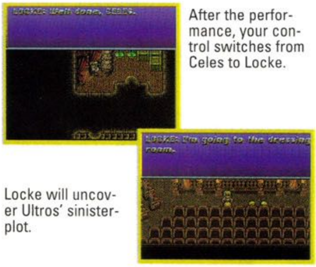
You have three chances to get the performance right or else you'll have to start over from your last save point. Break a leg.


ULTROS: D'haaaaa!
Come on! Read it...!

23 EVENT

ULTROS: THE VILLAIN

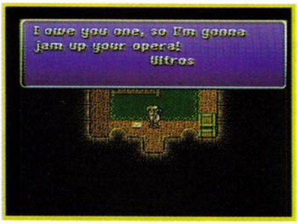
That nutty octopus, Ultros, returns to the scene when he gets wind of your plot. That can mean only one thing—you'll end up fighting the tentacled terror one more time, at least. After Celes' performance, Locke discovers a letter from Ultros. The letter says that he will mess up your clever plan to fool Setzer. Locke must then return to the Impresario and reveal Ultros' intentions. After that, it's a race against the clock to stop Ultros.


LOCKE: Well done, CELES.

LOCKE: I'm going to the dressing room.

After the performance, your control switches from Celes to Locke.

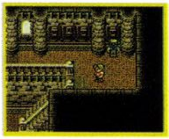
Locke will uncover Ultros' sinister-plot.

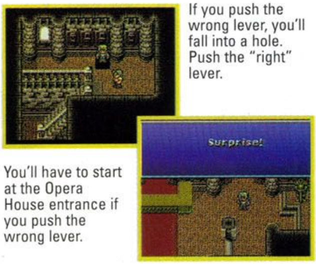

I owe you one, so I'm gonna jam up your opera!
Ultros

FIVE MINUTES

You have five minutes to reach Ultros. First, run to the right side of the stage to flip the lever, then charge back to the left and go through the door that's now open. On the rafters, avoid rats as much as possible as you try to reach Ultros.

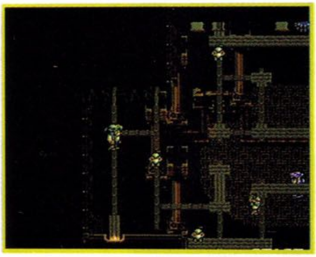
IMPRESARIO: What!!?




Surprise!

If you push the wrong lever, you'll fall into a hole. Push the "right" lever.

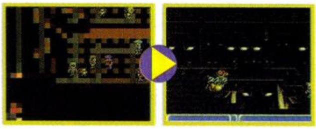
You'll have to start at the Opera House entrance if you push the wrong lever.

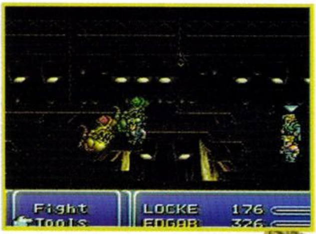


If you run into a rat in the rafters, you'll have to fight it. Try to avoid them as you race out to where Ultros is hiding.

RAT ATTACK

The rats move back and forth along the rafters. Move quickly but cautiously, trying to avoid them. The clock doesn't stop when you are fighting. Get out of fights by using Smoke Bombs or Warp Stones.

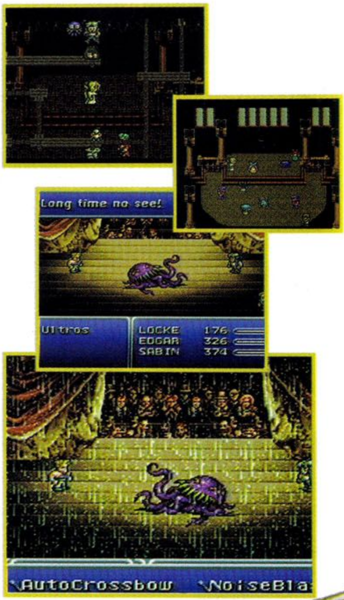


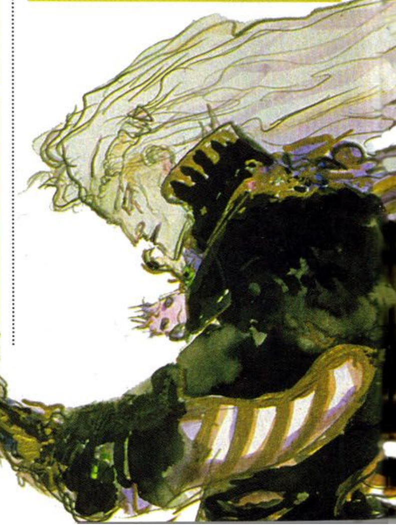


Attack and defeat the powerful yellow rats first.

BATTLE ULTROS

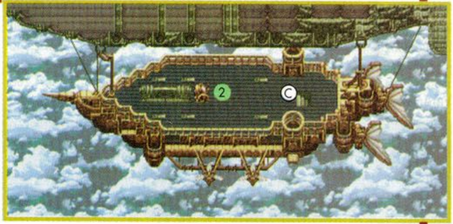
Ultros' most damaging attack may be when he turns your party members into imps using the Imp spell. Counter this by wearing the White Cape and make sure that you have plenty of Green Cherries on hand. If a character's level is a multiple of three, the Peace Ring Relic will confuse the enemy.


Long time no see!



24
EVENT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

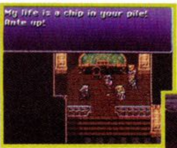


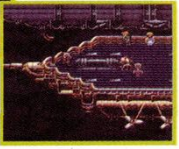
THE AIRSHIP

By defeating Ultros in the Opera House, your plot to fool Setzer will proceed as planned and you'll win the Airship. With the skies at your command, you can easily reach Vector on the southern continent.

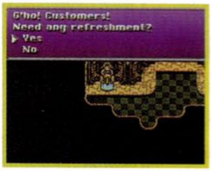
SETZER'S FOLLY

Setzer appears after Ultros flees. As you had hoped, he takes Celes, mistaking her for Maria. Of course, the clever ruse doesn't last long and the rest of the party shows up. Setzer is a gambling man so you can make a bet with him to win the Airship. As it turns out, it's no contest. The deck is stacked against Setzer and you win.


My life is a chip in your pile! Ante up!

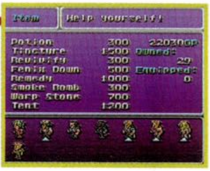


UP, UP AND AWAY


G'ho! Customers!
Need any refreshment?
▶ Yes
No

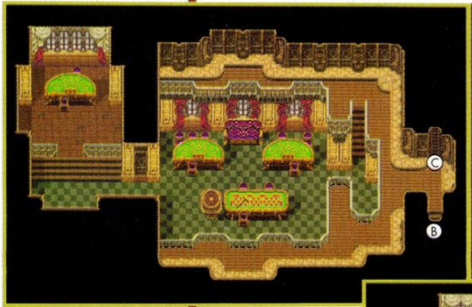
Make use of the free drink at the entrance to the Airship. You can recover your HP as often as you like.

Setzer's Airship has several special features in addition to its ability to fly. A man at the entrance can give you a restorative drink for free, which is useful, and another fellow allows you to switch party members and remove equipment. Be sure to explore the ship thoroughly. There's even a modest shop to stock up on essentials like Potion and Tincture. When you decide to go, the ship flies automatically to your destination at Albrook. Later, you'll have control of the wheel.


Item | Help yourself!

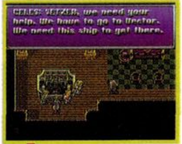
Potion	300	220300GP
Tincture	1500	Owned:
Revivify	300	29
Fenix Down	500	Equipped:
Remedy	1000	0
Smoke Bomb	300	
Warp Stone	700	
Tent	1200	

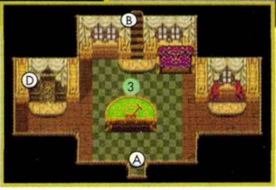
The Item Shop aboard ship isn't well stocked, but it has a number of essentials.

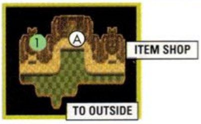


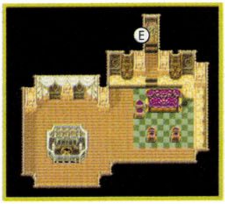
CHECKLIST

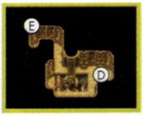
① RECOVER HP AT DOOR
② AIRSHIP COCKPIT
③ SWITCH PARTY MEMBERS


CELES: SETZER, we need your help. We have to go to Vector. We need this ship to get there.









Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

CHECKLIST

1. TINCTURE
2. ELIXIR
3. POTION
4. WARP STONE

World of Balance

WEAPON SHOP

Forged	1,200
Poison Claw	2,500
Epee	3,000
Blossom	3,200
Shuriken	30
Fire Skean	500
Water Edge	500
Bolt Edge	500

ARMOR SHOP

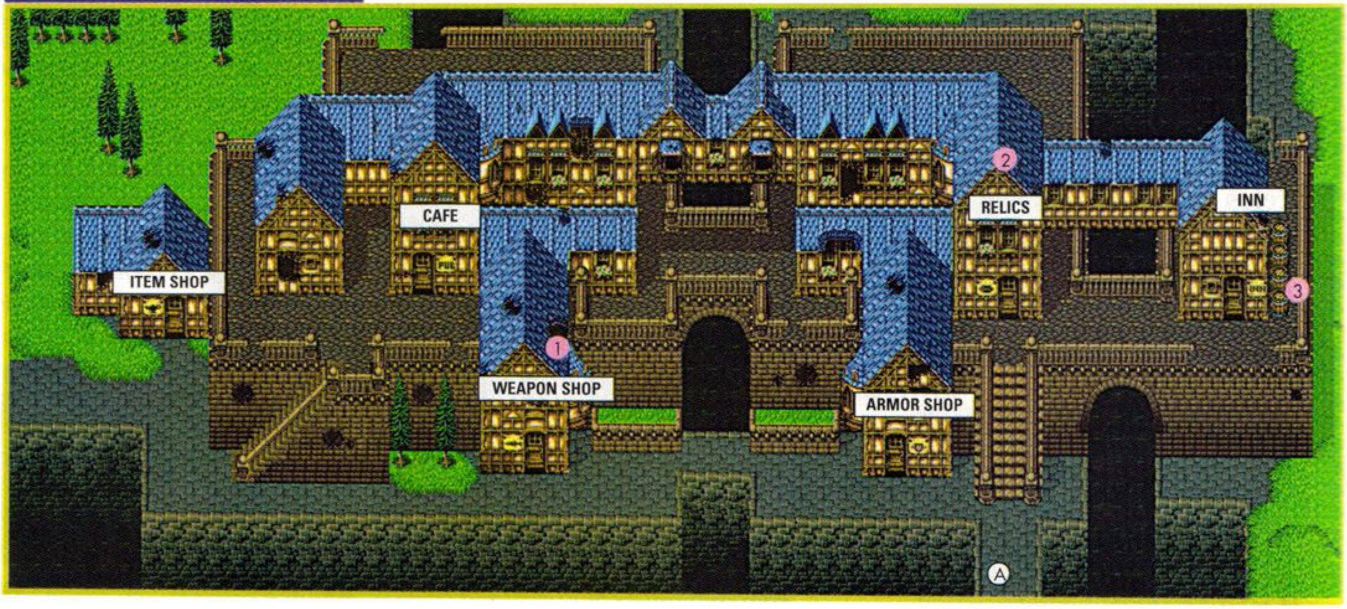
Headband	1,600
Bard's Hat	3,000
Mithril Vest	1,200
Ninja Gear	1,100
White Dress	2,200

ITEM SHOP

Potion	300
Tincture	1,500
Eyedrop	50
Remedy	1,000
Revivify	300
Fenix Down	500
Tent	1,200
Warp Stone	700

RELIC SHOP

Goggles	500
Peace Ring	3,000
Earrings	5,000
Sniper Sight	3,000
Wall Ring	6,000
Amulet	5,000
INN	300



ALBROOK

Your mission is about to take you into the stronghold of the Empire, but you can delay that moment by making preparations in Albrook. Talk to the people and stock up on items.

NEXT STEPS

The Airship is grounded for the time being so you'll have to move about on foot. Visit Albrook first to resupply your party. You can also build up levels here. The monsters have weak magic and don't pose much of a threat. If you switched party members on the Airship, make sure everyone is equipped with weapons, armor and Esper magic. You can build up your Esper magic by spending time in the countryside fighting enemies. Don't bother with the fort in the East. When you're ready to move on, go to Vector.

World of Ruin

WEAPON SHOP

Flame Sabre	7,000
Blizzard	7,000
Thunder Blade	7,000

ARMOR SHOP

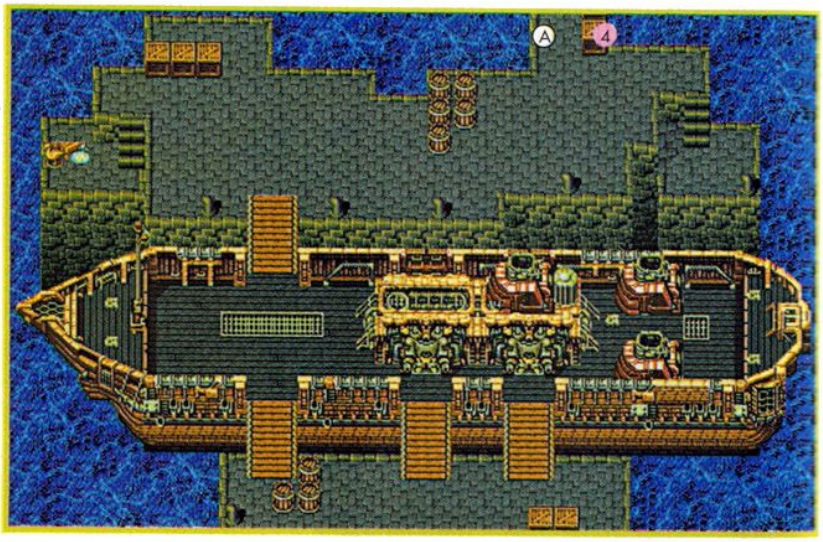
Gold Shield	2,500
Bard's hat	3,000
Green Beret	3,000
Gold Helmet	4,000
Gold Armor	10,000

ITEM SHOP

Potion	300
Tincture	1,500
Fenix Down	500
Revivify	300
Remedy	1,000
Sleeping Bag	500
Smoke Bomb	500
Warp Stone	700

RELIC SHOP

Sprint Shoes	1500
Atlas Armlet	5,000
Earrings	5,000
Barrier Ring	800
Mithril Glove	7,000
True Knight	1,000
Wall Ring	6,000
Jewel Ring	1,000
INN	300

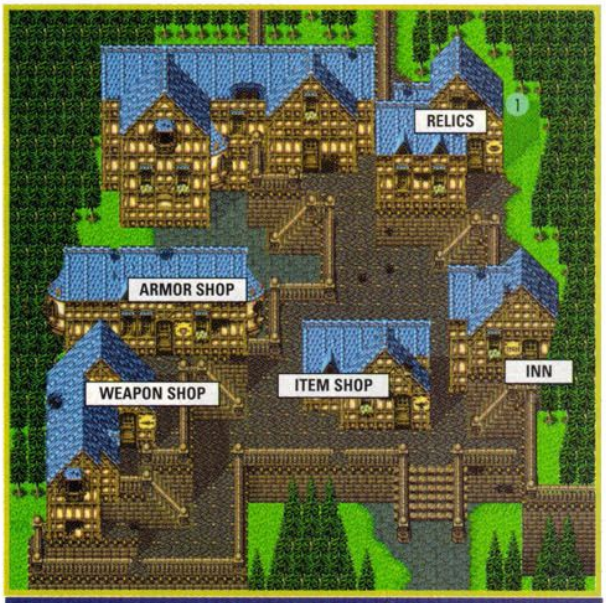


You'll find some good weapons and items in Tzen and Maranda.

Received "Elixir"!

TZEN

Not much is happening in this northern town at this point. Just talk to people.

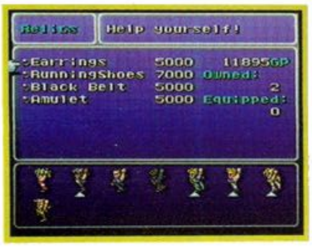


CHECKLIST

① MAGICITE

CHECKING IT OUT

There isn't much of interest in Tzen, but be sure to talk to the people and explore the shops for any items or weapons that you don't have already. There is a Chocobo stabled in the woods nearby that allows you to travel without being attacked.



Relics Help yourself!

Earrings	5000	11895GP	
RunningShoes	7000	Owned:	
Black Belt	5000		2
Amulet	5000	Equipped:	
			0

World of Balance

WEAPON SHOP

Air Lancet	950
Full Moon	2,500
Epee	3,000
Boomerang	4,500

ARMOR SHOP

Bard's Hat	3,000
Mithril Helm	2,000
Mithril Vest	1,200
Ninja Gear	1,100
White Dress	2,200

ITEM SHOP

Potion	300
Tincture	1,500
Eyedrop	50
Green Cherry	150
Echo Screen	120
Revivify	300
Fenix Down	500
Tent	1,200

RELIC SHOP

Earrings	5,000
Running Shoes	7,000
Black Belt	5,000
Amulet	5,000

World of Ruin

WEAPON SHOP

Kaiser	1,000
Poison Claw	2,500
Flame Sabre	7,000
Blizzard	7,000
Thunder Blade	7,000
Fire Knuckle	10,000

ARMOR SHOP

Gold Shield	2,500
Beret	3,500
Tiger Mask	2,500
Gold Helmet	4,000
Power Sash	5,000
Gold Armor	10,000

ITEM SHOP

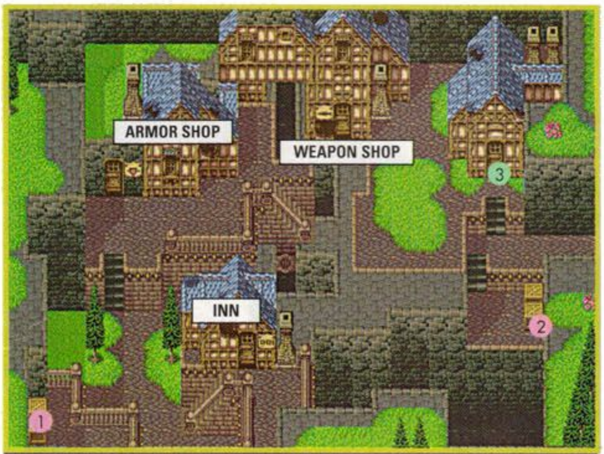
Potion	300
Tincture	1,500
Green Cherry	150
Fenix Down	500
Echo Screen	120
Revivify	300
Sleeping Bag	500
Super Ball	10,000

RELIC SHOP

Dragoon Boots	9,000
Sneak Ring	3,000
Black Belt	5,000
Back Guard	7,000
Sniper Sight	3,000
Peace Ring	3,000
Jewel Ring	1,000
Amulet	5,000
INN	350

MARANDA

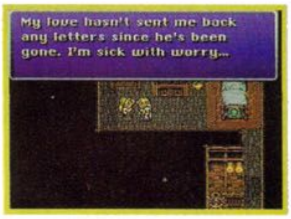
The once beautiful town of Maranda has been ravaged by the war. You won't want to stay long.



CHECKLIST

① REVIVIFY ② REMEDY ③ LAURA'S HOUSE

A LONG WAY TO GO



My love hasn't sent me back any letters since he's been gone. I'm sick with worry...

Maranda is far away and has little to offer you. You can buy Mithril Mail in the Armor shop, which is a good buy. Be sure to talk to everyone for scraps of information.

World of Balance

WEAPON SHOP

Mithril Pike	800
Trident	1,700
Poison Claw	2,500
Epee	3,000
Boomerang	4,500

ARMOR SHOP

Bard's Hat	3,000
Green Beret	3,000
Mithril Helm	2,000
Mithril Vest	1,200
Mithril Mail	3,500
INN	200

World of Ruin

WEAPON SHOP

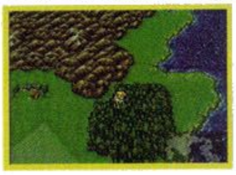
Gravity Rod	13,000
Sword Breaker	16,000
Falchion	17,000
Fire Skean	500
Water Edge	500
Bolt Edge	500
Inviz Edge	200
Shadow Edge	400

ARMOR SHOP

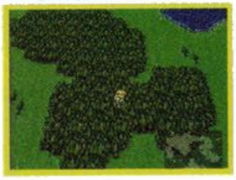
Crystal Shield	7,000
Crystal Helm	10,000
Oath Veil	9,000
Dark Gear	13,000
Tao Robe	13,000
Crystal Mail	17,000
INN	200

CHOCOBO STABLES

Always look for hidden Chocobo Stables in the woods near towns. Here as elsewhere you'll find a stable. For a modest price you can ride back north.



Go to the middle of the woods near Tzen to find your feathered friends.



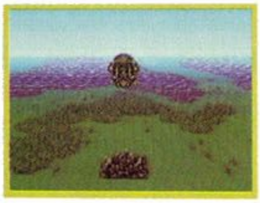
Near Maranda you'll also find a Chocobo Stable in the woods.

26
EVENT

VECTOR

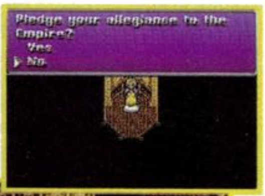
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

Your mission in the Empire's capital is to infiltrate the Magicite factory and find the Espers trapped there, then to escape.



ENEMY TERRITORY

Don't expect a heroe's welcome in Vector. Even at the Inn you'll be unwelcome. If you stay there, a thief will steal 1,000 GP. In the narrow house, you'll have to prove yourself in battle, but you can recover HP if you win.



Pledge your allegiance to the Empire?
Yes
▶ No.

Fight
Runic
Magic
Item
CELES 301
LOCKE 314
EDGAR 398
SABIN 514

Right...
I'm sure you can do it!

CHECKLIST

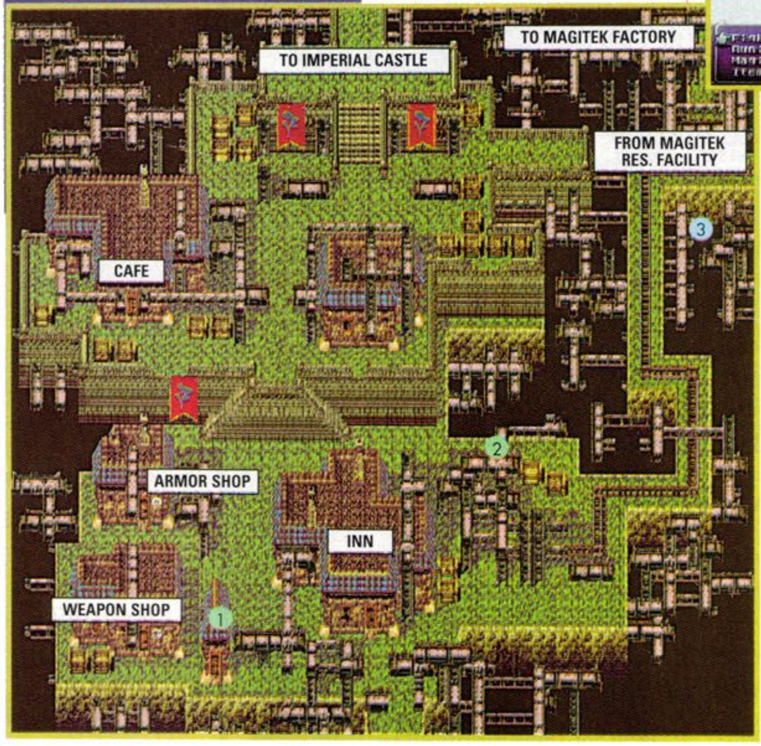
① NARROW HOUSE
② RETURNER COMRADE
③ THE FACTORY SUBWAY

FORBIDDEN CASTLE

SOLDIER: Returner scum!

A massive walker blocks the path to the Imperial Palace. There is no way to defeat this machine and no way to enter the castle at this time.

Fight
Runic
Magic
Item
CELES 310
LOCKE 314
EDGAR 398
SABIN 514



TO MAGITEK FACTORY
TO IMPERIAL CASTLE
FROM MAGITEK RES. FACILITY
3
CAFE
2
ARMOR SHOP
INN
WEAPON SHOP
1

World of Balance

WEAPON SHOP

Forged	1,200
Poison Claw	2,500
Epee	3,000
Blossom	3,200

ARMOR SHOP

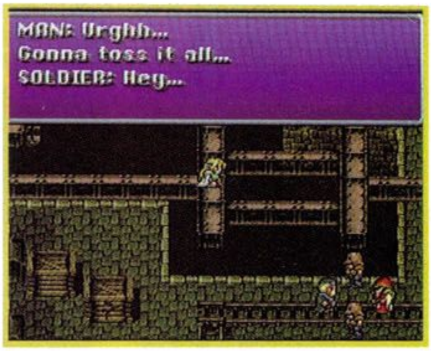
Headband	1,600
Bard's hat	3,000
Mithril Vest	1,200
Ninja Gear	1,100
White Dress	2,200

INN ....Free

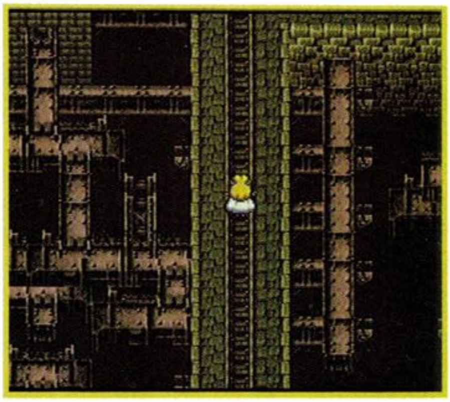
THE SYMPATHIZER

Shh!
I'm a Returner sympathizer!
I've heard of you!

In the area filled with crates you'll find a Returner agent who will help you get into the factory. While he diverts the attentions of nearby soldiers, climb onto the indicated crate and make your way along the track to the factory entrance. Save the game outside the city and carry lots of Potion and other remedies.



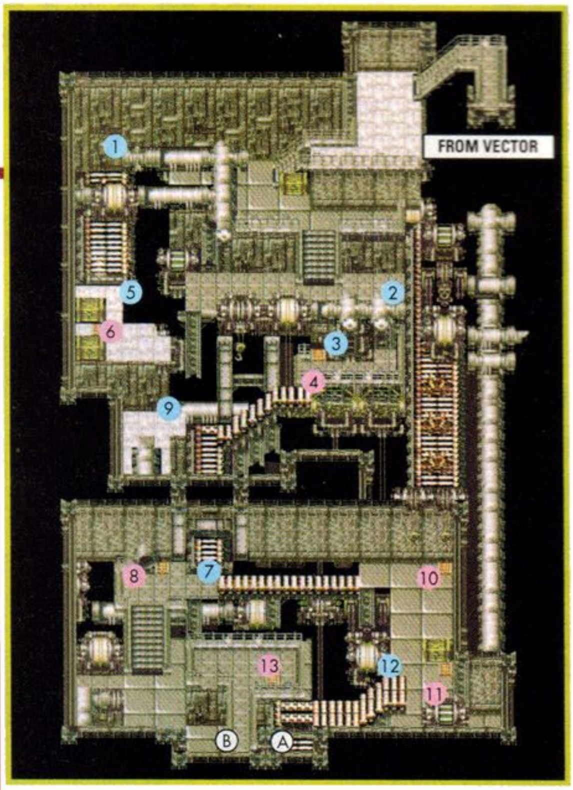
MAN: Urghh...
Gonna toss it all...
SOLDIER: Hey...



27 EVENT

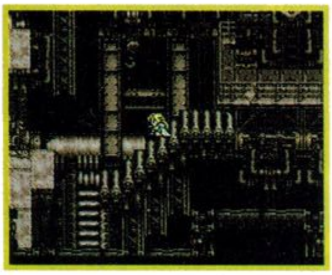
THE MAGITEK FACTORY

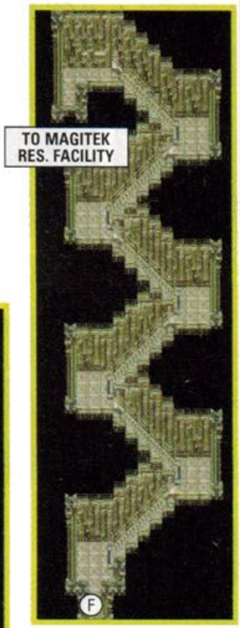
At the heart of the complex maze of the factory you'll find captured Espers. They will sacrifice themselves by becoming Magicite, which you can collect. You'll also find Flame Armor and Gold Armor.

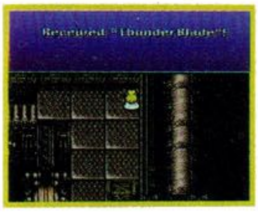

FROM VECTOR
1
2
3
4
5
6
7
8
9
10
11
12
13
B
A

GETTING AROUND

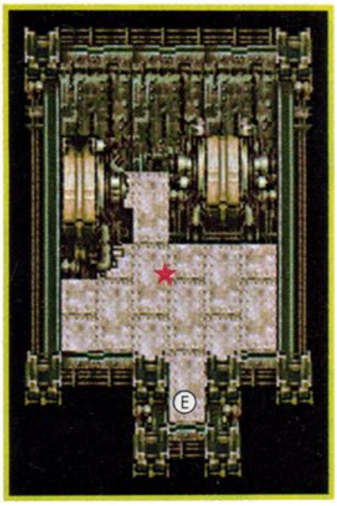
Use the conveyor belts, tunnels and the crane to reach new areas. Doors are sometimes hidden in the intricate designs of the walls, so push everywhere. Expect ambushes from Magitek armor and other powerful enemies.

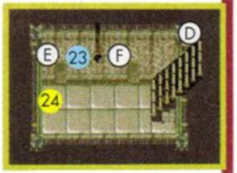


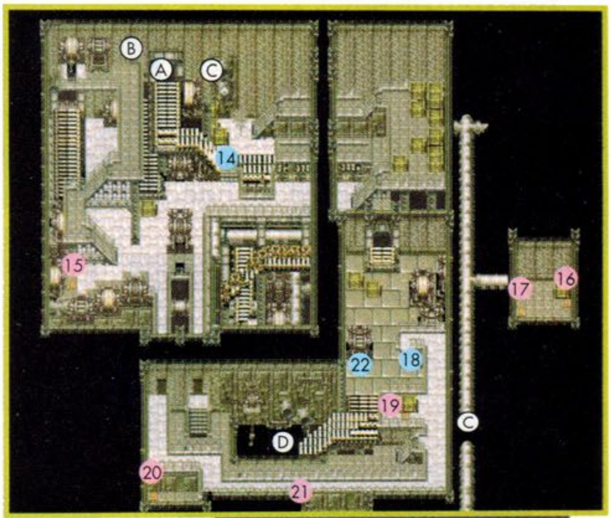

TO MAGITEK RES. FACILITY
F



Received "Thunder Blade"!

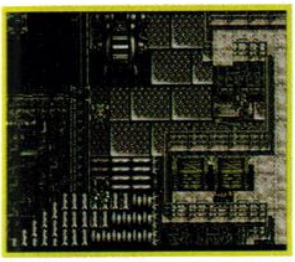


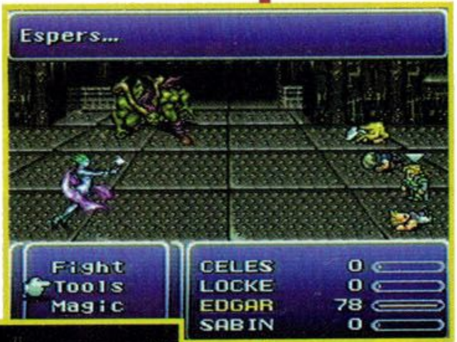



B
A
C
14
15
17
16
22
18
19
D
C
20
21

TWO NOBLE ESPERS

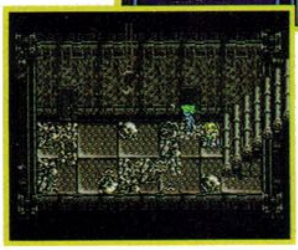
Who could be behind the horror of manufacturing living Espers into Magicite pellets? Who else but Kefka. You'll spy on him abusing two Espers, then you'll try to rescue them. At first, Ifrit and Shiva fight back, but eventually they realize you are friends and sacrifice themselves to the cause.

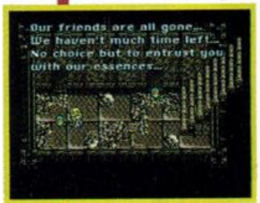




Espers...

Fight
Tools
Magic
CELES 0
LOCKE 0
EDGAR 78
SABIN 0





Our friends are all gone...
We haven't much time left...
No choice but to entrust you
with our essences...

CHECKLIST

- ① PIPE
- ② PIPE
- ③ PIPE
- ④ TINCTURE
- ⑤ CRANE
- ⑥ FLAME SABRE
- ⑦ CONVEYOR
- ⑧ X-POTION
- ⑨ ELEVATOR
- ⑩ THUNDER BLADE
- ⑪ REMEDY
- ⑫ CONVEYOR
- ⑳ GOLD SHIELD
- ㉓ CONVEYOR
- ⑳ DRAGOON BOOTS
- ⑳ ZEPHYR CAPE
- ⑳ BLIZZARD
- ㉓ ELEVATOR
- ⑳ TENT
- ⑳ GOLD HELMET
- ⑳ GOLD ARMOR
- ㉓ CONVEYOR
- ㉓ CRANE
- ㉔ IFRIT & SHIVA

EVENT 28

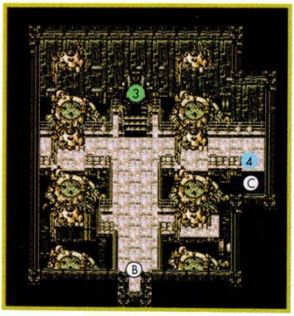
MAGITEK RESEARCH FACILITY

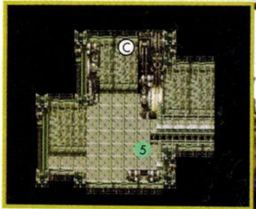
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

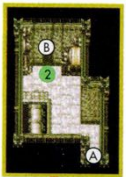
After obtaining Ifrit and Shiva, you'll move on to the heart of the factory where Espers are drained of magic and turned into Magicite.

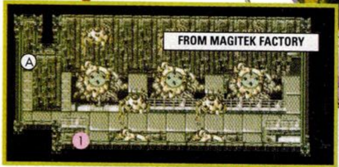
CHECKLIST

① BREAK BLADE
② NUMBER 024
③ SWITCH
④ ELEVATOR (DOWN)
⑤ SUBWAY



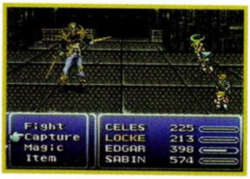




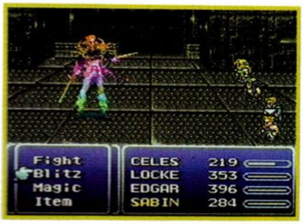

FROM MAGITEK FACTORY
A
1

BATTLE 024

One of Kefka's most dangerous allies is known only as 024. His strange ability to change his weakness means that you must use a varied attack. Use the Scan command to pinpoint his weak points, then use the appropriate weapon or magic against him.

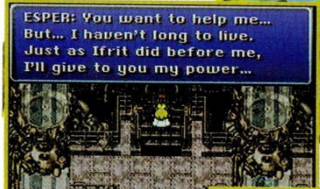

Fight
Capture
Magic
Item
CELES 225
LOCKE 213
EDGAR 398
SABIN 574

As the battle against 024 progresses he changes his weak points. The Scan command helps you find out how he is vulnerable.

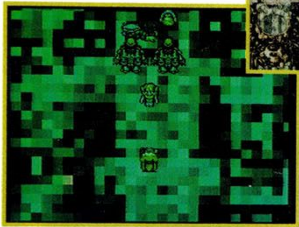

Fight
Blitz
Magic
Item
CELES 219
LOCKE 353
EDGAR 396
SABIN 284

MAGICITE CENTRAL

Throw the switch in the room full of Espers to transform the doomed creatures into Magicite. The six new Espers will give you a host of new magical abilities once you've selected them and collected enough Magic Points. But you'll also draw the attention of Cid, the top engineer in the Empire, and then Kefka. Celes warps away with the bad guys.



ESPER: You want to help me...
But... I haven't long to live.
Just as Ifrit did before me,
I'll give to you my power...



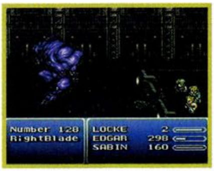
EVENT 29

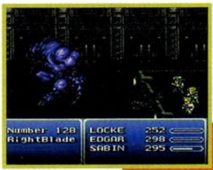
ESCAPE FROM VECTOR

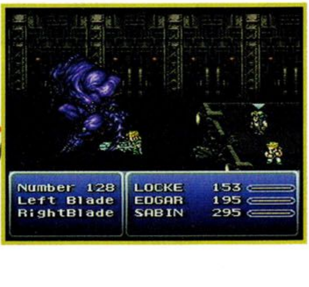
Cid helps you escape the ruined factory by pushing you into a subway car. The speeding car offers little safety, though, as defenders attack time and time again.

NUMBER 128

Although the enemy known as Number 128 is alone, it has three points where you can concentrate your attack. The arms are easiest to defeat, but they grow back after a few hits. Instead, focus on the body. Since Locke's hit power is fairly weak, use him to keep the other party members healthy or equip him with the Dragoon Boots so he can use the Jump command.


Number 128
RightBlade
LOCKE 2
EDGAR 298
SABIN 160


Number 128
RightBlade
LOCKE 252
EDGAR 298
SABIN 295

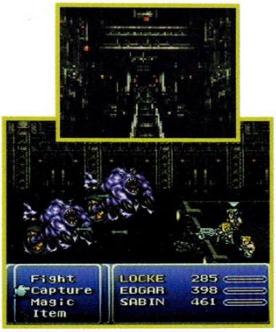

Number 128
Left Blade
RightBlade
LOCKE 153
EDGAR 195
SABIN 295

THE RIDE

The unique view of the subway ride is a departure for FF III, but the battles that rage along the route will be all too familiar. Since you can't heal up after a fight, make sure you use Potion or X-Potion during battles. You'll have to endure countless attacks from lesser enemies and then the final blast from Number 128.

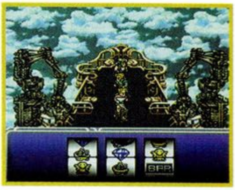
CID: GO!!

The track battles occur automatically. Survive by healing up during battles.

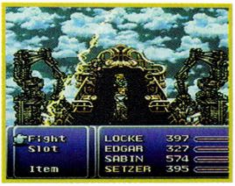

Fight
Capture
Magic
Item
LOCKE 285
EDGAR 398
SABIN 461

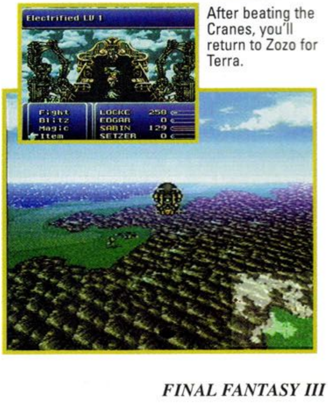
KEFKA'S CRANES

Once you climb aboard the Airship you might be tempted to think that you have actually escaped. Forget it. Kefka has saved his most nefarious weapon for last. While the giant Cranes grapple with the Airship, use Setzer's Slot attack by stopping the symbols so that three line up in a row. The jackpot means serious damage to the Cranes.



Line up three matching symbols to activate Setzer's Slot attack.


Fight
Slot
Item
LOCKE 397
EDGAR 327
SABIN 574
SETZER 395


Electrified LV 1
Fight
Blitz
Magic
Item
LOCKE 258
EDGAR 0
SABIN 129
SETZER 0

After beating the Cranes, you'll return to Zozo for Terra.

30 EVENT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

CHECKLIST

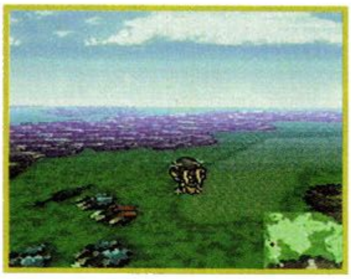
① FIND MADONNA (TERRA'S MOM)

ESPERVILLE

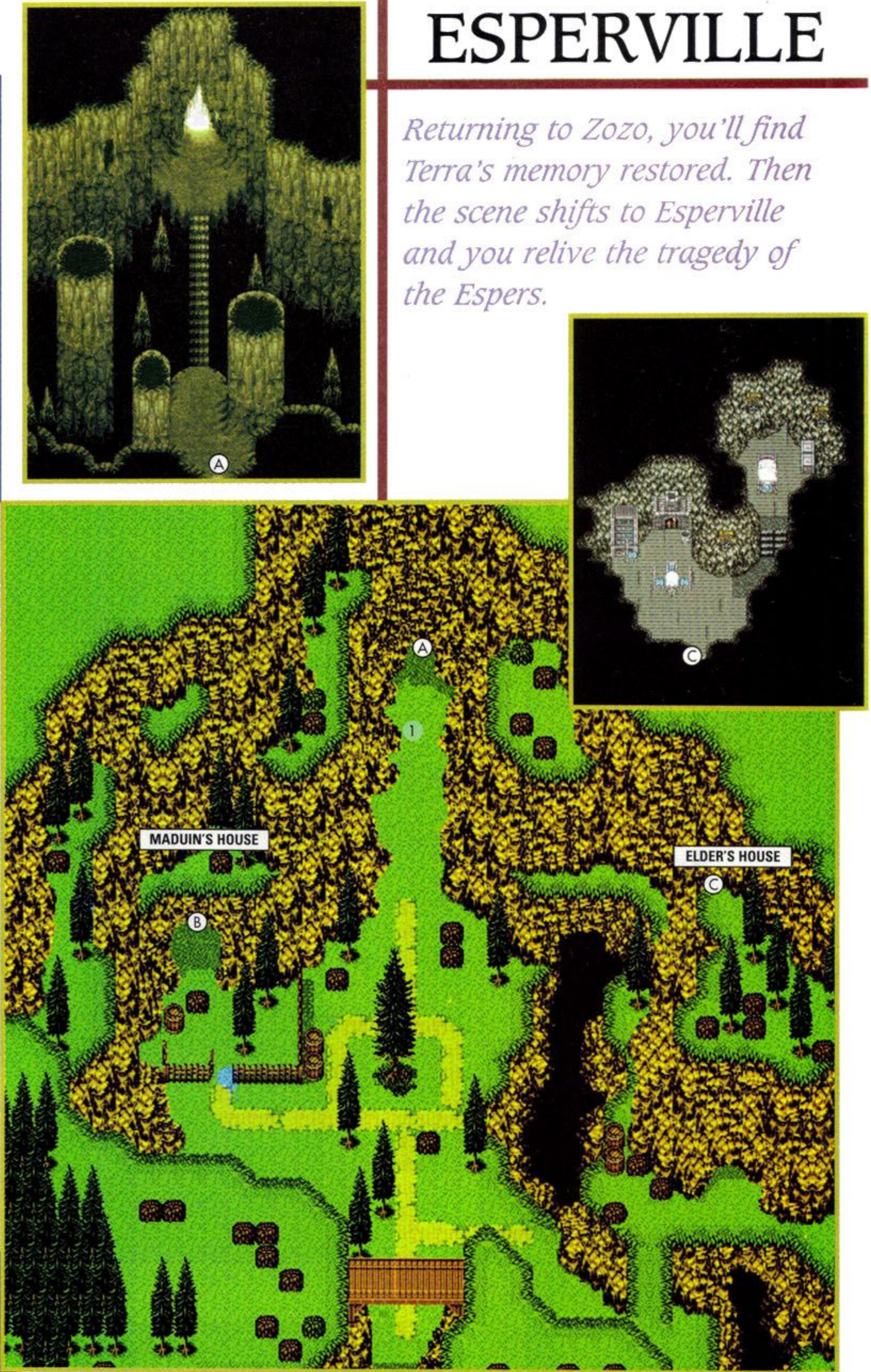
Returning to Zozo, you'll find Terra's memory restored. Then the scene shifts to Esperville and you relive the tragedy of the Espers.

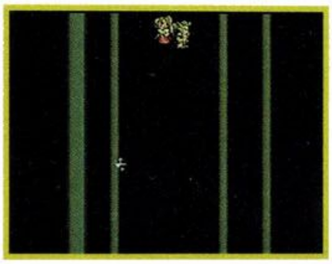
MEMORIES OF HOME

When your party returns to Zozo, Terra's memories come flooding back. As she recalls the past, you play the part of Maduin, an Esper man who found a human woman, Madonna, who wandered into the Esper world before the gate was sealed. After Terra was born, Imperial troops attacked. The gate was then sealed, but Terra was swept outside and taken by Emperor Gestahl.



LOCKE: Magicite!!





MADONNA: Please...
take care...of my baby...

When the decision was made to seal Esperville, Madonna took her infant daughter and ran to the gate. Following them, Maduin reached them only to be swept out into the human world where Gestahl finds them.

31
EVENT

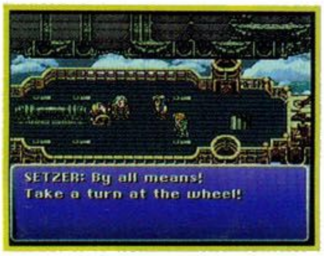
RETURN TO NARSHE

Banon reports that Narshe is now ready to fight. His great hope is that Terra will be able to contact the Espers. But the gate remains sealed and the Empire grows stronger every day.

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

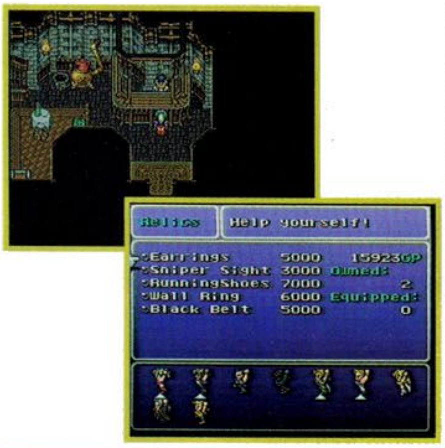
PILOTING THE AIRSHIP

When you leave Zozo, you'll be in control of the Airship for the first time. When you step up to the cockpit area and take command you'll be launched into a flashy Mode 7 race across the planet. You can fly everywhere, visit old haunts and explore virgin territory. This is a good time to beef up your levels and pack away the supplies.


SETZER: By all means!
Take a turn at the wheel!

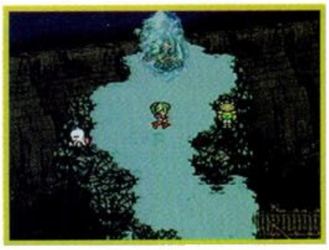
RESUPPLY

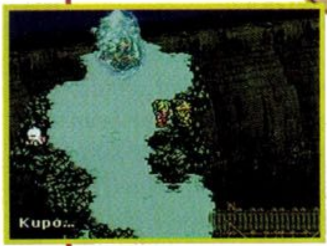
Once again you must stock up for a lengthy journey. Make sure that you have plenty of relics and remedies, but also purchase Smoke Bombs and Warp Stones so you can escape from some of the tedious battles ahead. You'll be glad you picked up these items when you reach the Floating Island maze. If Narshe doesn't have all the items you need, take the Airship to a town that does. You won't have the Airship forever.


```
Relics   Help yourself!
Earrings      5000   15923GP
Sniper Sight  3000   Owned:
RunningShoes  7000        2
Wall Ring     6000   Equipped:
Black Belt    5000        0
```

LONE WOLF

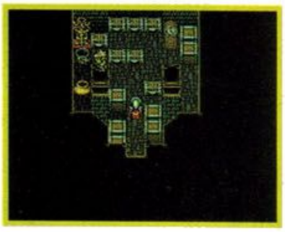
Lone Wolf makes his living in Narshe by stealing valuables. One of these items is the Gold Hairpin. When your party returns from Zozo, you'll find Wolf lurking in a box in the house on the cliff side. Track him to the back of town where he appears on the cliff. Enter the new tunnel on the right and continue tracking him. Eventually you find him on the promontory with Mog. Go to Mog to make him join you.

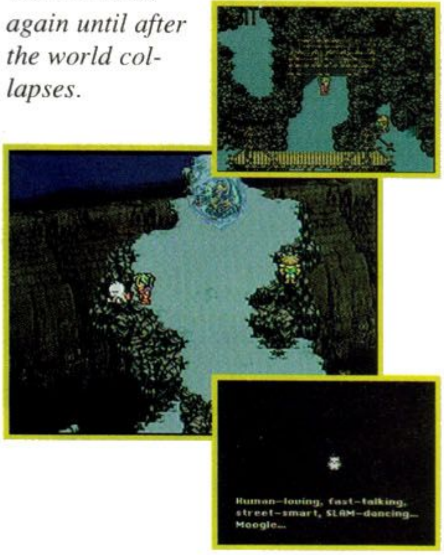



Kupo...

MOG JOINS UP

Mog the Moogle is being held captive near Narshe, but you will be given a choice to save him or take the Gold Hairpin. You'll find Lone Wolf in the house on the east side of Narshe. Follow him to Mog near the frozen Esper. If you don't get Mog now, you won't see him again until after the world collapses.



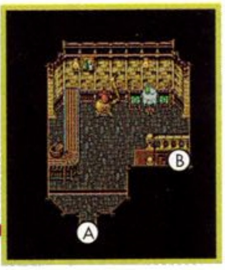

Human-loving, fast-talking, street-smart, SLAM-dancing... Moogle...

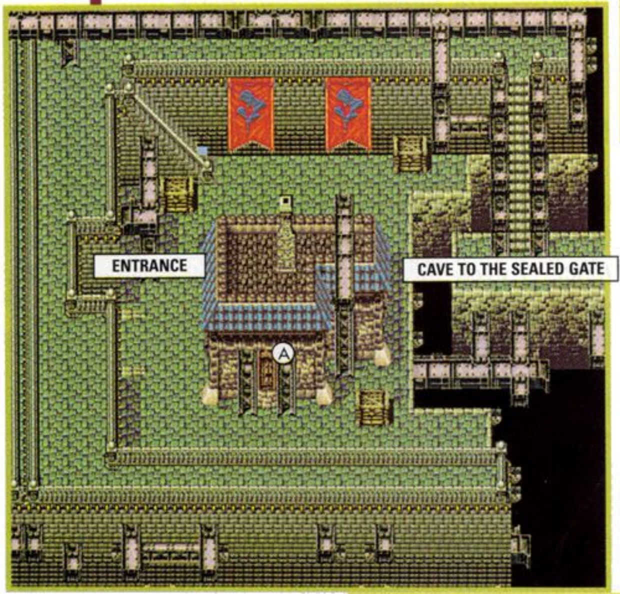
EVENT 32

IMPERIAL BASE

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

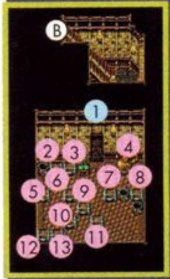
The time has come to attempt contact with the Espers in their sealed world. The gate, however, is guarded by an Imperial Base. Strangely, though, the base now stands empty, as if a trap is about to be sprung.




ENTRANCE
CAVE TO THE SEALED GATE
A

CHECKLIST

- ① LOCKED DOOR
- ② X-POTION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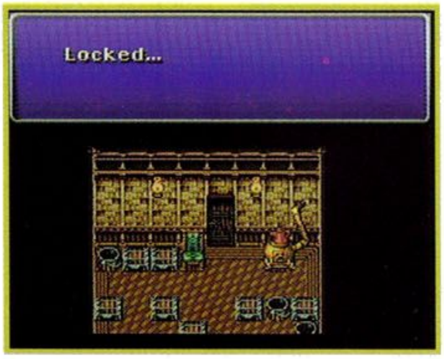
- ③ CHERUB DOWN
- ④ FLAME SABRE
- ⑤ 8,000 GP
- ⑥ ETHER
- ⑦ WALL RING
- ⑧ 13,000 GP
- ⑨ SPRINT SHOES
- ⑩ ELIXIR
- ⑪ 2,000 GP
- ⑫ CURE RING
- ⑬ BACK GUARD

RETURN LATER

There's nothing for you in the Imperial Base at this time, but later, after you have dined with the Emperor, you might be permitted to take the store of weapons and armor. For now, take everything you need from the Airship and recover your HP and MP while aboard. Look for a door on the south side that leads through the Base. Beyond the Base you'll enter a tunnel leading to the sealed gate and there you'll have to fight through three maze levels.

IMPERIAL BASE



Locked...

After the banquet, and depending upon how many soldiers you managed to talk to in the palace, you may be able to take the weapons and items stored here.

EARLY RECON

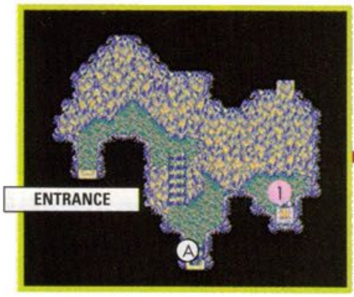
If you went into the base before this time you probably realized that something was wrong. You would have been thrown out every time you picked a fight with the soldiers, even when you won the fight! Don't bother with the Base until you've returned to Narshe and gained the town's support.

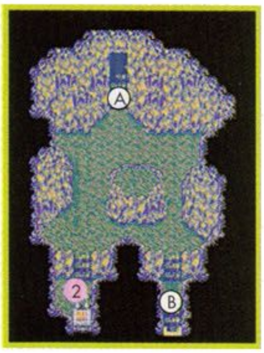
LOCKE
SETZER
EDGAR
SABIN
Item
Skills
Equip
Magic
Status
Config
Save

Fight
Capture
Magic
Item
LOCKE 257
SETZER 364
SABIN 635
EDGAR 415

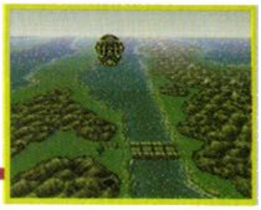
EVENT 33

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro


ENTRANCE
1
A



CAVE TO THE SEALED GATE



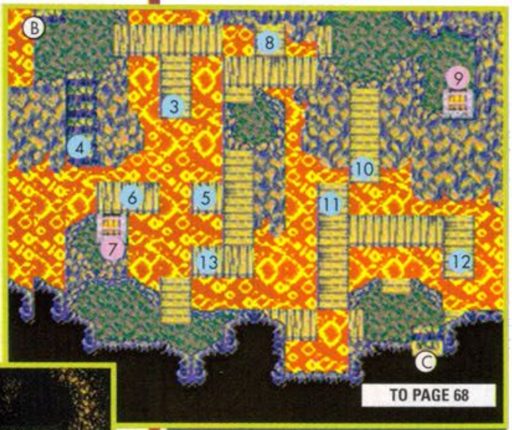
The Sealed Gate isn't easy to reach. First, you must pass through three levels of caverns filled with pitfalls and lava pools. Solve the mystery of the bridges, then puzzle through the labyrinth of switches.

EXPLORE THE CAVES

In the second and third levels, switch bridges and pull levers to access all the exits. Some are dead ends, but you can find interesting things like the Coin Toss. This is a one-way trip.

Received "Assassin"!

Received "Tempest"!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TO PAGE 68

PATH TO THE GATE

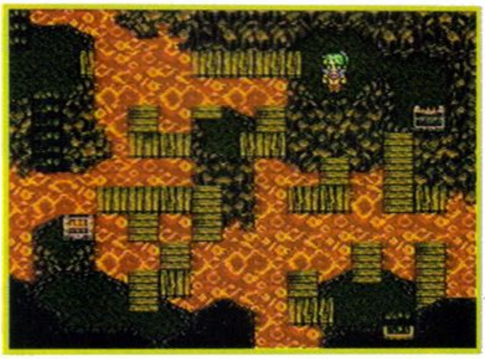
The attack by the Zombone and Ing enemies should give you a clue to what lies ahead. Don't use the Fire spell on them because it will simply heal them. You are entering an area of fire, so use Ice spells.

Fight
Capture
Magic
Item
TERRA 278
LOCKE 259
EDGAR 442
CYAN 370
194
TERRA 337
LOCKE 439
EDGAR 383
CYAN 300

Don't use Fire spells against creatures of fire like these. They eat fire for breakfast, lunch and dinner. In fact, it serves to heal them. Use weapons and other elemental attacks.

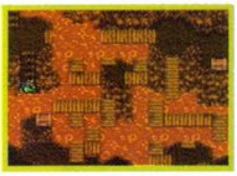
CHECKLIST

① ASSASSIN
② TEMPEST
③ SOLID PLATFORM
④ STAIRS
⑤ SOLID PLATFORM
⑥ SOLID PLATFORM
⑦ COIN TOSS
⑧ SOLID PLATFORM
⑨ X-POTION
⑩ ⑪ ⑫ ⑬ SOLID PLATFORMS



SHIFTING BRIDGES

The bridges in this area lead only to open lava, but you can cause them to shift by walking out on them. Certain parts of each bridge remain solid at all times while others vanish. Run to the solid parts, then continue.



33 EVENT

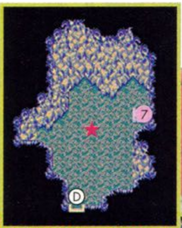
CHECKLIST

① ETHER
② COLLAPSING PLATFORM
③ PITFALL
④ TO CHEST
⑤ GENJI GLOVE
⑥ DOOR SWITCH
⑦ TENT
⑧ NINJA SWITCH
⑨ STAIR SWITCH
⑩ STAIRS
⑪ ETHER
⑫ ELIXIR
⑬ STAIR SWITCH
⑭ STAIRS
⑮ PLATFORM

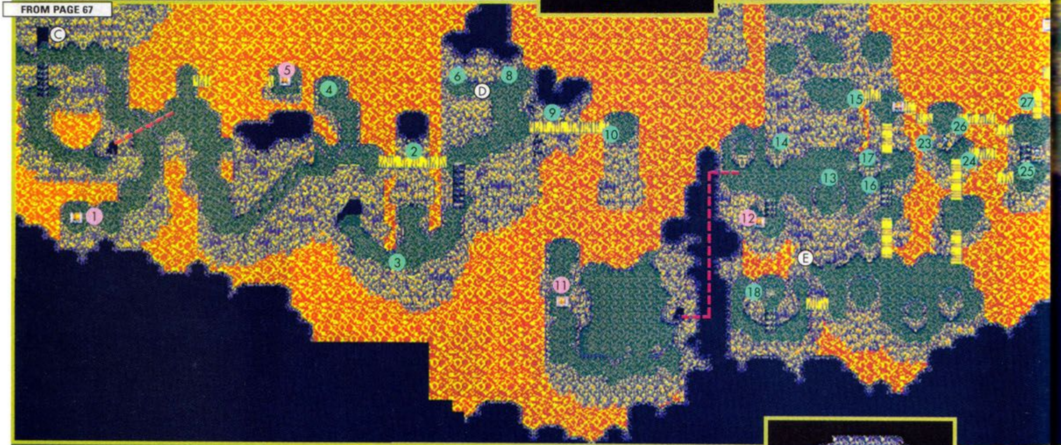
SWITCHES & SUCH

The caves are filled with switches, levers and other devices that open up doors, traps, treasure and danger. Some switches even drop things on you from above. With the map below, you can pick and choose the switches that will take you to the valuable Treasure Chests while avoiding the hidden menace of lava and enemies. The Genji Glove is the top prize in this area.

CELES
LOCKE
SABIN
SHADOW
Item
Skills
Equip
Relic
Status
Config
Save
Steps
56750
312131



FROM PAGE 67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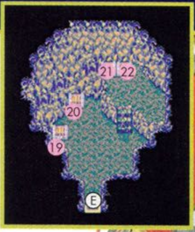
⑯ SWITCH
⑰ PLATFORM
⑱ DOOR SWITCH
⑲ MAGICITE
⑳ ETHER
㉑ MAGICITE
㉒ ATMA WEAPON
㉓ ISLAND SWITCH
㉔ PLATFORM
㉕ ISLAND SWITCH
㉖ PLATFORM
㉗ CHEST SWITCH
㉘ MAGICITE
㉙ WARP POINT

THE GENJI GLOVE

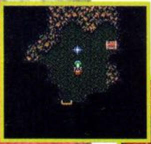
A Genji Glove is hidden in the Treasure Chest on the island. The broken bridge on the left won't extend to the island. You'll have to go down and around to make your way back to the island across the bridge on the right. The Genji Glove gives you double the hits during an attack, making it incredibly valuable. Be sure to pick it up along the way.

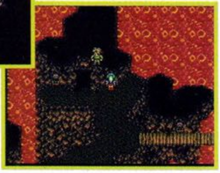


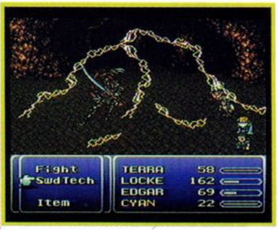
Heard a distant sound...

NINJA DROP

Not all the secrets in the caves are as useful as the Genji Glove. If you pull the chain on the right side of the wall it will release the Ninja. He attacks from above, giving you no chance to escape. Luckily, he isn't as tough as his name implies. Look for the Save Point nearby.

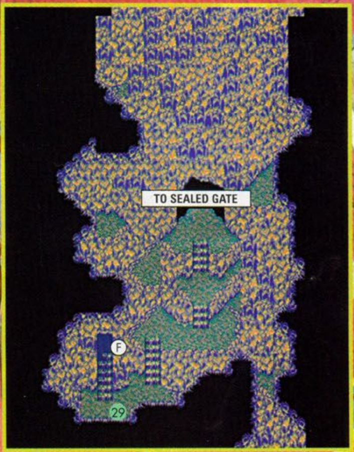






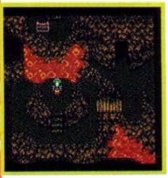
Fight
SwdTech
Item

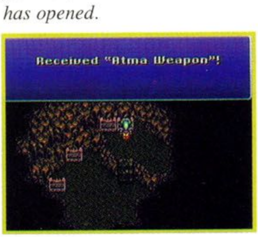
TERRA 58
LOCKE 162
EDGAR 69
CYAN 22



ATMA WEAPON

The Atma Weapon, a sword of great power, can be found in the cave of fire, but you must open the path by finding the correct switch. Step on the switch at the top of the hill, then proceed when the path to the Treasure Chests has opened.

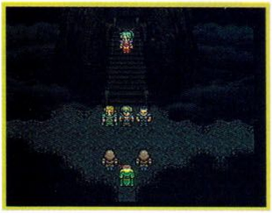


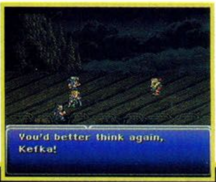


Received "Atma Weapon"!

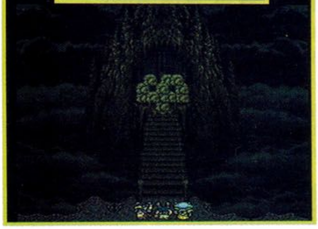
KEFKA AGAIN

Finally, the gate appears before you, and it is tightly sealed as the legend said. While Terra attempts to contact the Espers, Kefka attacks. This is doomed to be another indecisive battle since Kefka must appear later. The result of the battle is that the seal is broken and several Espers escape into the human world.

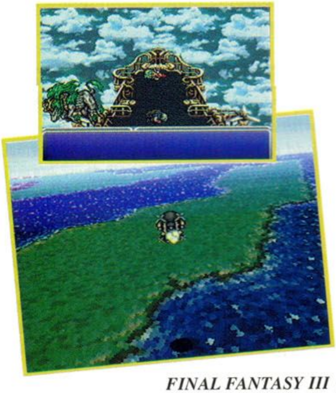




You'd better think again, Kefka!



The entrance to the Esper world is blocked, but Terra still tries to contact those behind the seal. When the Espers escape, they attack the Airship.



34 EVENT

IMPERIAL PALACE

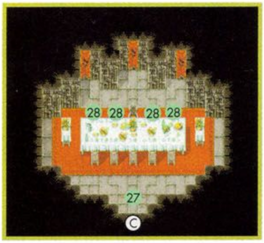
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

The passage of the escaped Espers has left much of the world in flames, and the Emperor has lost his will to fight. Now is the chance to make peace. A banquet is held and plans for a joint expedition are made.

CHECKLIST

① YOU CAN'T ENTER BEFORE MEETING GESTAHL
② TALK TO GESTAHL
③-⑫ TALK TO SOLDIERS
⑬ FIGHT
⑭-⑯ TALK
⑰-⑳ FIGHT
㉑-㉒ TALK
㉓-㉔ FIGHT
㉕-㉖ TALK
㉗ BANQUET HALL
㉘ EMPEROR'S BODYGUARDS
㉙ KEFKA

㉚ HAIRPIN
㉛ REVIVIFY
㉜ TINCTURE
㉝ BACK GUARD
㉞ X-POTION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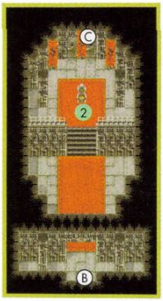

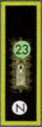

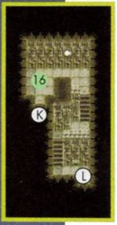

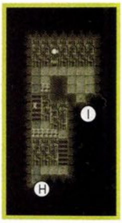

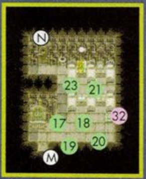
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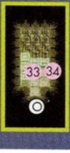

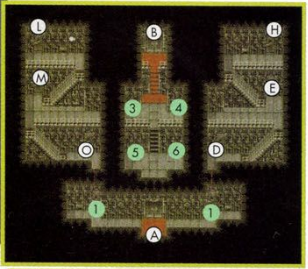
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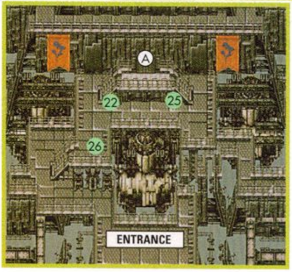
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ENTRANCE

VECTOR AFLAME

When you return to the capital city of Vector, you'll find much of it in ruins. The mad Espers wreaked revenge on every quarter of the town when they discovered the awful fate which their brothers had suffered in the Magitek Factory.

BANON: What ARE you talking about...?!

The Emperor's expecting you. This way...

TERRA
LV 18
HP 550/ 550
MP 150/ 150
LOCKE
LV 18
HP 558/ 558
MP 139/ 139
EDGAR
LV 18
HP 559/ 559
MP 138/ 138
SABIN
LV 18
HP 639/ 639
MP 135/ 135
Item
Skills
Equip
Relic
Status
Config
Save
Time 12:37
Steps 20107
GP 39943

Having seen the destruction of his city, the Emperor calls a truce with the rebels of your party. But is he telling the truth?

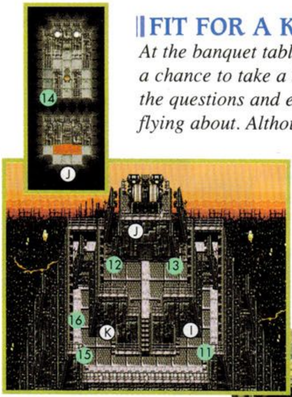
TALK AND FIGHT

Before sitting down to break bread with Emperor Gestahl, he makes an odd request of you. He wants you to go about the palace and talk to as many people as possible. You have a limited time and a lot of ground to cover. Some of the soldiers will just talk, but others will fight—which delays you. The result is tallied up in the Peace Points which determine what the Emperor gives you.

TROOPER: Please talk to as m soldiers as you can. You have minutes until dinner.

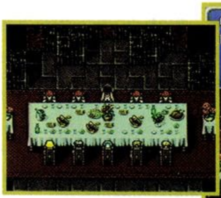
Everything'll be settled after the banquet...

Phepppp. Returner scum!



FIT FOR A KING

At the banquet table, you'll hardly have a chance to take a bite because of all the questions and explanations that are flying about. Although many of the questions may seem irrelevant, think them over carefully. Each answer is worth a certain number of Peace Points.

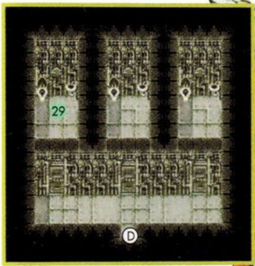


GESTAHL: By the way...
With regard to General CELES...

PEACE TALKS

Your answers and questions help determine the Peace Points for the Peace Dividend chart below. Be merciful and you will reap the rewards.

QUESTION 1: Toast	
For Empire	2 POINTS
For Returner	1 POINT
For Country	5 POINTS
QUESTION 2: Kefka's Fate	
Jail	5 POINTS
Forgive	1 POINT
Execute him	3 POINTS
QUESTION 3: Poisoning Doma	
Nothing can be done	1 POINT
Can't forgive	5 POINTS
Seek apology	3 POINTS
QUESTION 4: Celes' Loyalty	
She's a spy	1 POINT
She's an ally	5 POINTS
Believe her	3 POINTS
QUESTION 5: More Questions	
Three questions	2 POINTS EA.
Same question	-10 POINTS EA.
QUESTION 6: About Espers	
Too strong	5 POINTS
Take responsibility	2 POINTS
QUESTION 7: First Question	
If correct	5 POINTS
QUESTION 8: Need a rest?	
If you rest	5 POINTS
QUESTION 9: Gestahl's word	
Peace	3 POINTS
End war	5 POINTS
Apology	1 POINT
QUESTION 10: About going to Albrook together	
Yes	3 POINTS



Fight
Blitz
Magic
Item
TERRA 534
LOCKE 438
EDGAR 559
SABIN 639

PEACE DIVIDEND

POINTS	RESULT
❶ 0-49 POINTS	Liberate South Figaro
❷ 50-66 POINTS	Liberate South Figaro and Doma
❸ 67-76 POINTS	Liberate South Figaro and Doma, open Weapon chamber at Imperial Base
❹ 77-89 POINTS	Liberate South Figaro and Doma, open Weapon chamber, get Tintinabar
❺ 90-93 POINTS	Liberate South Figaro and Doma, open Weapon chamber, get Tintinabar and Charm Bangle

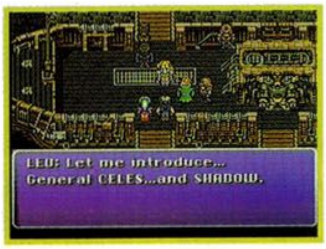
EVENT 35

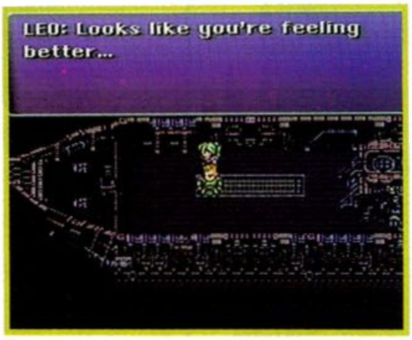
TO THAMASA

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

SAIL FROM ALBROOK

With General Leo by your side, head to the port of Albrook and board the ship, where you'll meet Shadow. After looking around, head back to the inn. That night you'll be visited by strangers and the next day you'll set sail for Crescent Island, where you hope to find the Espers.

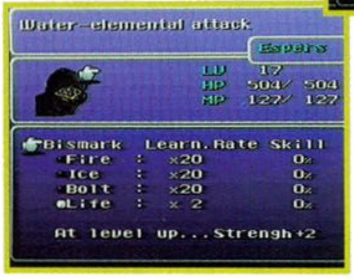

LEO: Let me introduce...
General CELES...and SHADOW.


LEO: Looks like you're feeling better...

A MAGIC PLACE

Crescent Island and the village of Thamasa are magical places. The enemies use strong magic and so do the villagers. To defeat magical foes, it's often best to use magic yourself. Make sure that you build up all your Esper magic levels and equip all party members with an Esper.

Fight
Throw
Magic
Item
TERRA 550
LOCKE 236
SHADOW 504


Water-elemental attack

Espers

LV 17
HP 504/ 504
MP 127/ 127

Bismark Learn.Rate Skill
Fire : ×20 0%
Ice : ×20 0%
Bolt : ×20 0%
Life : × 2 0%

At level up...Strengh+2

628
Fight
Throw
Magic
Item
TERRA 550
LOCKE 389
SHADOW 360

EVENT 36

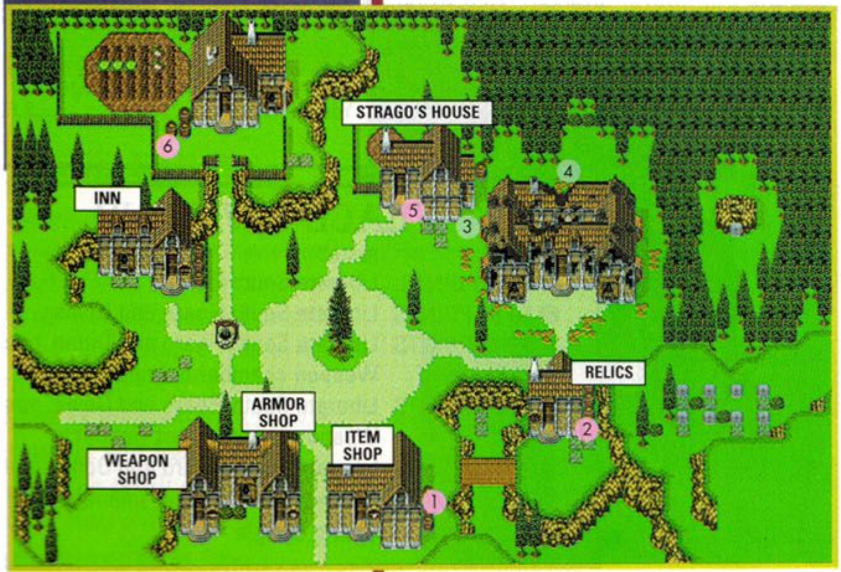
CHECKLIST

1. EYEDROP
2. SOFT
3. VILLAGER USING MAGIC
4. ANOTHER MAGIC USER
5. STRAGO'S HOUSE
6. ECHO SCREEN

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

THAMASA

While wandering about this town you'll notice strange goings on. The people here are descendants of the Mage Warriors—and they still use magic!



World of Balance

WEAPON SHOP	
Mithril Rod	500
Fire Rod	3,000
Ice Rod	3,000
Thunder Rod	3,000
Morning Star	5,000
Hawk Eye	6,000
Stout Spear	10,000
Darts	10,000
ARMOR SHOP	
Gold Shield	2,500
Tiger Mask	2,500
Tiara	3,000
Gold Helmet	4,000
Mystery Veil	5,500
Power Slash	5,000
Gaia Gear	6,000
Gold Armor	10,000
ITEM SHOP	
Tonic	50
Potion	300
Tincture	1,500
Remedy	1,000
Warp Stone	700
Revivify	300
Fenix Down	500
Tent	1,200
RELIC SHOP	
Earrings	5,000
Sniper Sight	3,000
Running Shoes	7,000
Wall Ring	6,000
Black Belt	5,000
Dragoon Boots	9,000
Sprint Shoes	1,500

World of Ruin

WEAPON SHOP	
Davinci Brush	7,000
Gravity Rod	13,000
Pearl Rod	12,000
Trump	13,000
Gold Lance	12,000
Man Eater	11,000
Shuriken	30
Ninja Star	500
ARMOR SHOP	
Mystery Veil	5,500
Circlet	7,000
Dark Hood	7,500
Light Robe	11,000
Diamond Vest	12,000
ITEM SHOP	
Potion	300
Tincture	1,500
Fenix Down	500
Revivify	300
Remedy	1,000
Smoke Bomb	300
Sleeping Bag	500
Tent	1,200
RELIC SHOP	
Barrier Ring	500
Fairy Ring	1,500
Wall Ring	6,000
Jewel Ring	1,000
Czarina Ring	3,000
Guard Ring	5,000
Peace Ring	3,000
Cure Ring	8,000
INN	
Before Strago	1,500
After Strago	1

MAGIC EVERYWHERE

The residents of Thamasa are descended from the Mage Warriors—a legendary people who used magic in the War of the Magi. To this day they continue using the ancient arts, living apart from the rest of the world and keeping their knowledge hidden.

MAYOR: Welcome, welcome!
Magic...? What is this "magic"?

STRAGO'S SECRET

When you meet Strago, he denies that anything strange is happening in Thamasa, but when his granddaughter, Relm, enters, she spills the beans. His secret is that Thamasians use magic. While walking about town and during the fire you'll see demonstrations of their power. Later, Strago and Relm join the party as strong magic users.

STRAGO: Espers?
Espers...Hmm...
Not really familiar with that word.

An elderly gentleman, pure of heart, and learned in the ways of monsters...

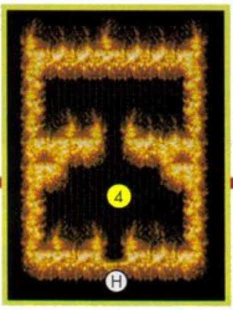
In her pictures she captures everything:
forests, water, light...
the very essence of life...

EVENT 37

THE FIRE

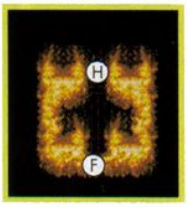
During the night Strago wakes you up, pleading for your aid. Little Relm is caught in a blazing house and must be saved.

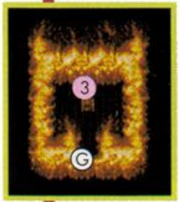
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro



CHECKLIST

① INVINCIBLE FIRE
② FIRE ROD
③ ICE ROD
④ FLAME EATER



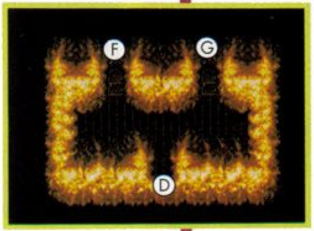


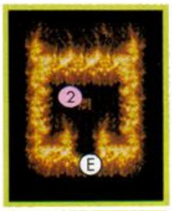
THE RESCUE

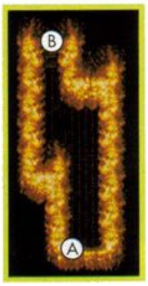
Interceptor races to rescue Relm and the others follow. Use Strago's Aqua Rake attack against the flames. Don't waste time at the door with endless foes. While battling Flame Eater, Shadow saves all by throwing a Smoke Bomb.

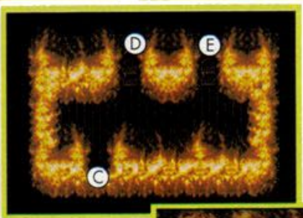
FLAME EATER

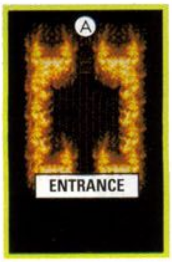
At the core of the fire burns the guardian known as Flame Eater. Strago's Aqua Rake inflicts severe damage and the others should use elemental attacks like Ice in the fight. Shadow joins the melee late, throws a Smoke Bomb and rescues everybody, including little Relm.



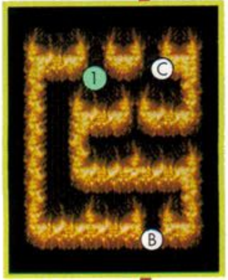








Fight
Capture
Magic
Item
TERRA 458
LOCKE 558
STRAGO 498



Fight
Capture
Magic
Item
TERRA 611
LOCKE 619
STRAGO 606

ESPERS' GATHERING PLACE

The pursuit of the Espers continues to a cave in the mountains. There you'll find statues of the goddesses who created magic. You'll also meet your old nemesis, Ultros. In the end, you'll find the Espers.

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

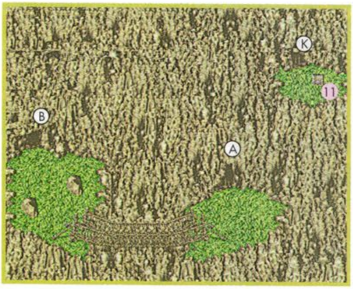
PREPARATIONS

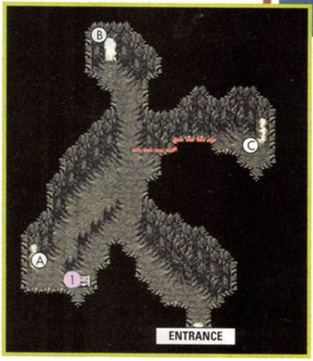
Before marching off to the cave in the western mountains, make sure that you have properly equipped your party. Strago, as a new member, will need to be assigned an Esper. Relm will show up later with her Sketch spell, which wins the battle for you.

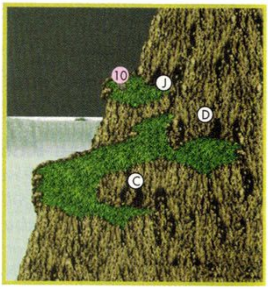
Fight
Morph
Magic
Item
TERRA 555
LOCKE 474
STRAGO 283
RELM 373

CHECKLIST

① HEAL ROD
② ULTROS
③ HOLE
④ PATH TO G
⑤ HOLE
⑥ PATH TO I AND J
⑦ HOLE
⑧ PATH TO K
⑨ CHOCOBO SUIT
⑩ TABBY SUIT
⑪ X-POTION
⑫ THE ESPERS




B
C
A
1
ENTRANCE

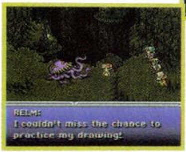


RETURN OF ULTROS

Fight
Morph
Magic
Item
TERRA 555
LOCKE 474
STRAGO 283
RELM 373

The many-tentacled one returns. This time he is out to steal the statues in a plot to attract Siegfried, the master swordsman. Initially, all you can do is attack Ultros and stay alive. Not until Relm appears with her Sketch magic can you win. When Relm sketches Ultros and shows him the picture, he flees in shame, realizing for the first time that he is in fact nothing but a dumb octopus. Talk about harsh reality.

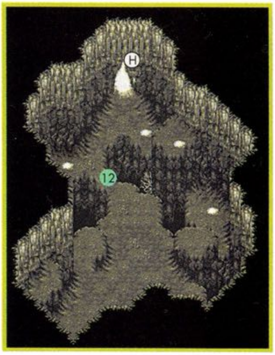
Ultros
TERRA 490
LOCKE 398
STRAGO 681



RELM:
I couldn't miss the chance to practice my drawing!

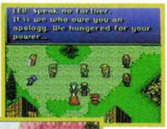
MEET THE ESPERS

Jump down the hole (#3 on the map) nearest to the entrance. That leads to the Espers. Contrary to what you might think, they feel terrible about having trashed Vector. They went nuts when they saw what had happened to their fellow Espers. Now, they seek forgiveness.

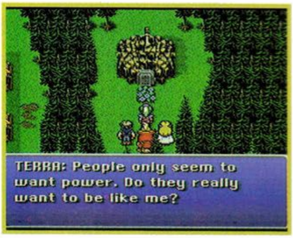


KEFKA'S CUNNING

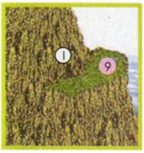
When you return to Thamasa, the rest of your party shows up, then Kefka appears. He kills General Leo and claims that you have been suckered by his plan to get more Magicite—the scheming toad.

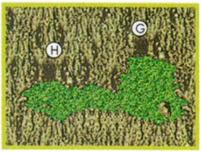


LEO: Speak no further.
It is we who owe you an apology. We hungered for your power...



TERRA: People only seem to want power. Do they really want to be like me?

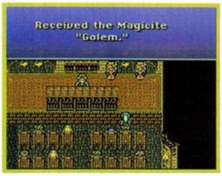




HIDDEN ITEMS

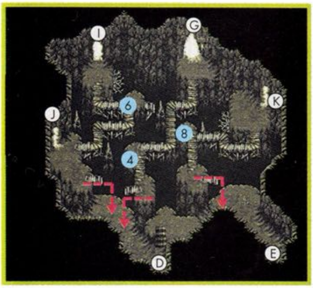
Before going to the Floating Island, collect some treasures. First, return to the Imperial Base and check out the storeroom. If you scored enough Peace Points at the banquet, it will be open now. Next, go to the Auction House in Jidoor and bid on the Golem and ZoneSeek Magicite. Finally, stop in Tzen and talk to the man in the woods. He sells the Sraphim Magicite.

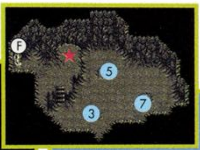
The storeroom contains X-Potion, Cherub Down, Running Shoes, Cure Ring, Back Guard, Wall Ring and lots of gold.

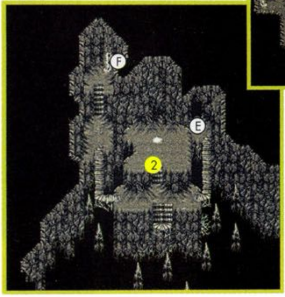


Received the Magicite "Golem."

Buy Golem and ZoneSeek at the Auction House in Jidoor, and talk to the man in Tzen to get Sraphim.







THE FLOATING ISLAND

The island is Crescent Island, but now it's floating in the sky. Choose the option that takes you to the island aboard the Airship. Be forewarned that this area is a maze with awesome enemies. Shadow shows up, so make sure that you have plenty of throwing weapons. Unfortunately, your success in this mission brings about the destruction of the world. Have a nice day.

39
EVENT

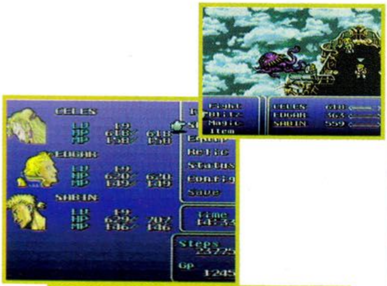
THE FLOATING ISLAND

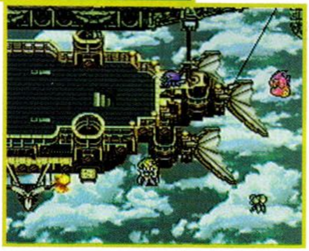
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

The final mission before the collapse of the world takes place on an island floating in the sky. The maze is full of enemies, warps and secret doors—by far the toughest battle so far.

TO THE ISLAND

Aboard the Airship you'll be given the choice to go to the Floating Island or pilot the ship. If you're ready, choose the island option. You'll never get there steering on your own. After choosing the island option, however, you'll be attacked in the sky.


Fight
Blitz
Magic
Item
CELES 618
EDGAR 363
SABIN 559
CELES
LV 19
HP 618/ 618
MP 158/ 158
EDGAR
LV 19
HP 620/ 620
MP 149/ 149
SABIN
LV 19
HP 629/ 707
MP 146/ 146
Equip
Relic
Status
Config
Save
Time
14:34
Steps
23725
GP
1245

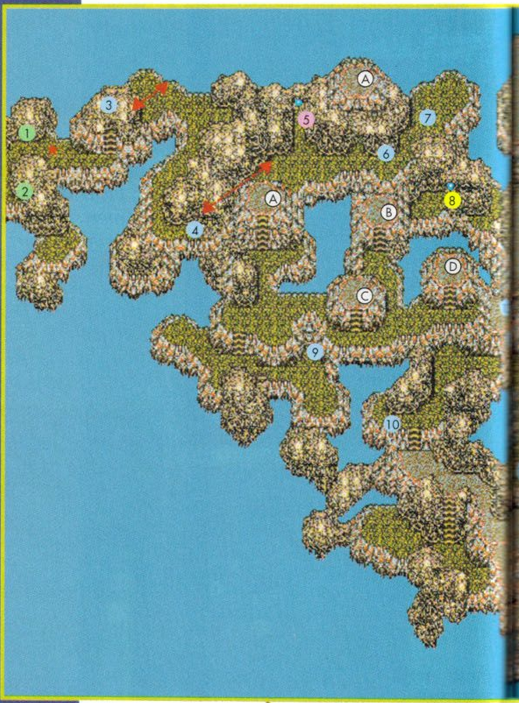


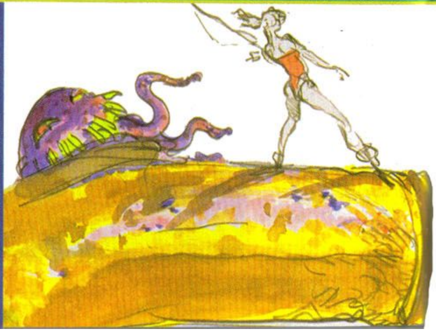
CHECKLIST

① BEGINNING
② SHADOW
③ PASS THROUGH
④ PASS THROUGH
⑤ MURASAME SWORD
⑥ TO A
⑦ TO GIGANTOS
⑧ GIGANTOS
⑨ SWITCH
⑩ BRIDGE (PUSH 9)
⑪ SWITCH
⑫ GROUND DROPS (STEP ON 11)
⑬ SWITCH
⑭ PATH
⑮ SWITCH TO E
⑯ SAVE POINT
⑰ BERET
⑱ JUMP TO AIRSHIP
⑲ WALK THROUGH
⑳ ATMA WEAPON
㉑ KEFKA
㉒ GO DOWN AND AROUND INSTEAD OF TURNING EAST
㉓ ELIXIR
㉔ BATTLE
㉕ AIRSHIP (WAIT FOR SHADOW)

IMPERIAL AIR FORCE

The Imperial Air Force attacks while you're in the air. You can use conventional fighting or magic, but the best strategy is to equip all three of your characters with Dragoon Boots and use the Jump attack. During the "jump" phase of the attack, your characters won't take any damage. You want to preserve them and your Potion for the maze on the Floating Island.


A
3
1
5
7
6
2
A
8
B
4
D
C
9
10



Uh, oh!!!
The Imperial Airforce (IAF)!

Fight
Runic
Magic
Item
CELES 618
EDGAR 620
SABIN 707

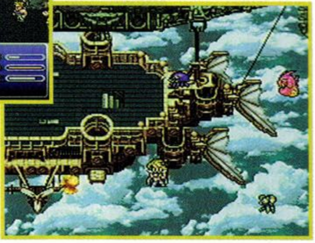
Fight
Blitz
Magic
Item
CELES 540
EDGAR 584
SABIN 534

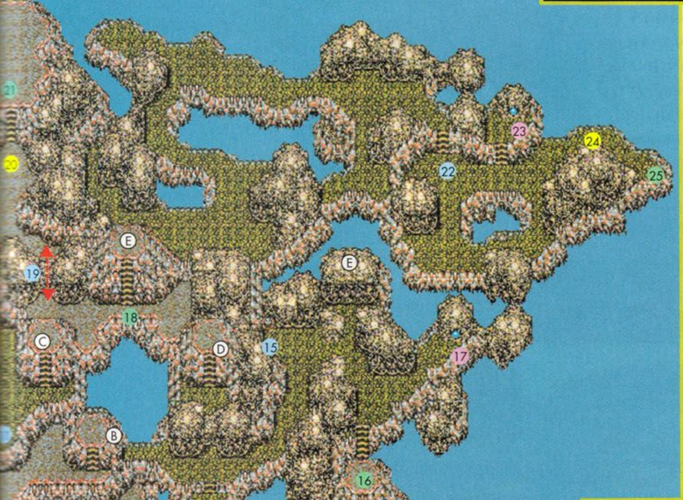
ULTROS & CHUPON

Is there no end to Ultros' mischief? This time he appears with his friend, Mr. Chupon, who has an allergy to heroes. Chupon's role in this is to sneeze. If you stay alive up to the sneeze, your party will be blown overboard toward the Floating Island, but you'll have another battle before you hit the ground. Note that Ultros shows up at the ship with Mr. Chupon. Chupon sneezes and sends the three party members plunging through the sky. There they must fight a plane-like boss called Air Force, which has missiles and other weapons that can be attacked independently. You'll win the Czarina Ring and land on the floating continent.

Fight
Blitz
Magic
Item
CELES 618
EDGAR 363
SABIN 559

Chupon
CELES 618
EDGAR 490
SABIN 572




21
20
19
18
17
16
15
22
23
24
25
B
C
D
E
E

Air Force
Speck
CELES 439
EDGAR 271
SABIN 505

Air Force
Laser Gun
MissileBay
CELES 296
EDGAR 39
SABIN 371

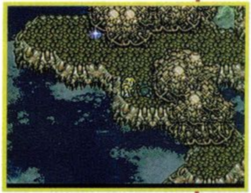
Air Force
Laser Gun
MissileBay
CELES 603
EDGAR 270
SABIN 371

AIR FORCE

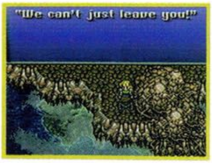
Tumbling through the air, you are attacked by Air Force—a mechanical enemy that uses missiles and lasers to shoot you down. Since he can use Scan to see what magic you have, your spells may have little effect. Instead, stick to the Jump attack and target Air Force's main body for maximum damage.

EVENT 40

SHADOW RETURNS

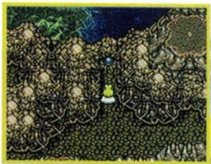


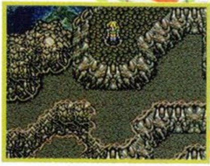
Shadow is lying on the ground near where your party drops in on the Floating Island. You'll definitely want him along on this final leg. Remember that he doesn't have the advantage of Interceptor now.

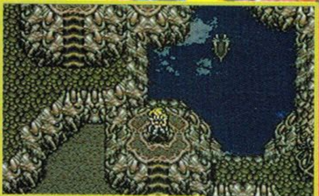

"We can't just leave you!"

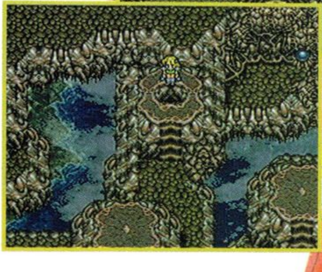
GETTING AROUND

The Floating Island is a giant maze. Follow the map and Checklist comments on the previous page to find your way through it. The blue orbs act as Treasure Chests and other switches are on the walls beside the path. The hills with holes in the top serve as warps from one area to another. The letters on the map indicate where the warps lead. In addition to all this, some openings are invisible.



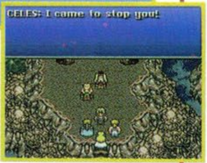


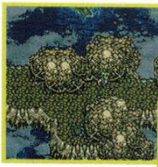


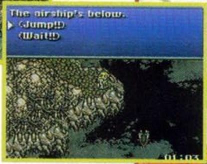


LEAVING CELES AND SHADOW

Sometimes the game helps you out and sometimes it doesn't. If you leave Celes out of the party on the Floating Island, she shows up automatically later anyway. The plot requires her to intervene. If you abandon Shadow at the end of this level, however, you won't see him again.

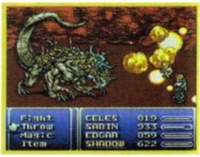

CELES: I came to stop you!

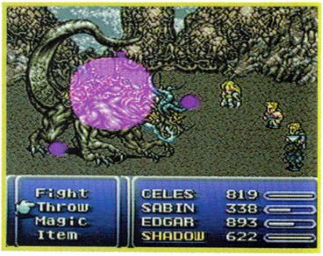



The airship's below.
▶ (Jump!!)
(Wait!!)

ATMA WEAPON

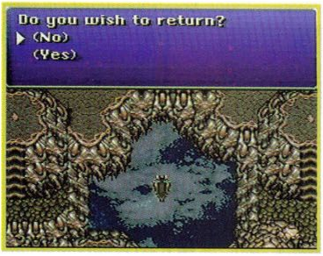
The powerful Atma Weapon uses Flare against you, then, when your HP is low, it uses Quake. You can combat this by draining its MP with Osmose. Shadow should use the Scroll. Bolt Edge and straight fighting also wears it down. Cherub Down can also give you a lift.





ESCAPE & RETURN

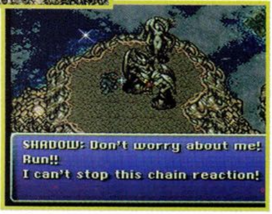
Near the Save Point is a ledge where you can jump back to the Airship. Do this only if you are about to lose your party. By jumping, you can refill your items and energy, but you must start over at the beginning of the maze.



Do you wish to return?
▶ (No)
(Yes)

KEFKA'S FOLLY

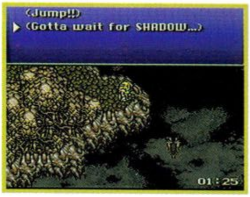
Kefka's ambitions know no bounds, as he proves here on the Floating Island. Not only does he do away with the Emperor, he also moves the three statues and absorbs their power. As soon as he moves the statues, the world is doomed to be shattered. Nothing can alter this destiny.



SHADOW: Don't worry about me! Run!!
I can't stop this chain reaction!

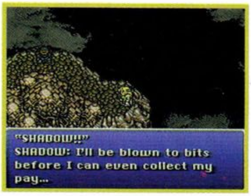
SHADOW WILL COME

Okay, so you've reached the ledge and you are given a choice to jump to the Airship or wait for Shadow. Unless you have no time at all, wait. After the second wait message, Shadow appears. Be sure to use the Save Point on the Floating Island to avoid repeating the maze.



(Jump!!)
▶ (Gotta wait for SHADOW...)

If you jump at the first message, you'll never see Shadow in the second half of the game. Hang tough!

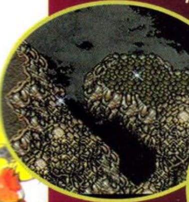


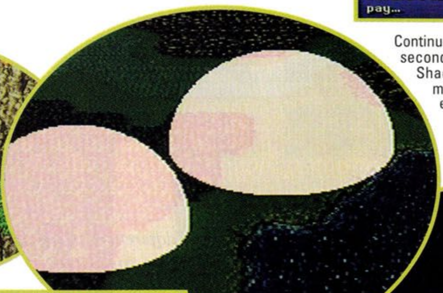
"SHADOW!!"
SHADOW: I'll be blown to bits before I can even collect my pay...

Continue waiting even at the second message. If you do, Shadow will appear in a moment and you can escape together.

ESCAPE FROM THE ISLAND

After Kefka moves the statues, the whole world is doomed. Your only chance of survival is to run to the right where there is a ledge from which you can jump down to the Airship. Shadow will hold the statues as long as he can, then he'll join you. You'll have five minutes to escape, but the ground will be heaving and Naughties will attack. To allow Shadow enough time to catch up, you should reach the ledge with at least 15 seconds to spare, so move and fight fast.



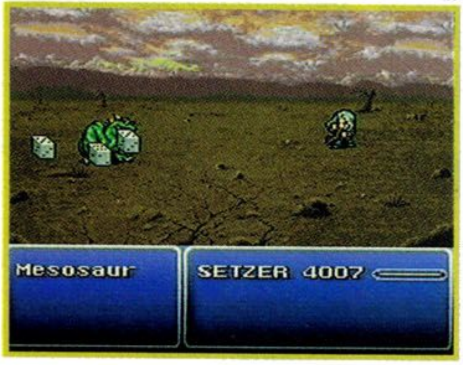


TIPS & TRICKS PART 2

SETZER'S DICE

The Dice (purchased in Kohlingen) give Setzer a special attack. The power of the attack is determined by the roll of the Dice and Setzer's level. This chart allows you to determine the force of any roll. Multiply Setzer's level by the damage to find the range. You'll need the Fixed Dice to reach the highest rolls.

DICE	DAMAGE
2	x 2-4
3	x 2-4
4	x 6-8
5	x 6-12
6	x 10-18
7	x 16-24
8	x 24-36
9	x 24-60
10	x 36-96
11	x 40-100
12	x 60-120
13	x 80-160
14	x 100-180
15	x 120-9999
16	x 140-9999
17	x 160-9999
18	x 180-9999

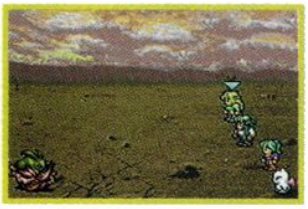


Mesosaur

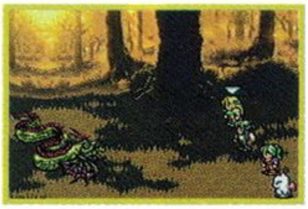
SETZER 4007

MOG'S MANY MOVES

Mog's first dance is learned automatically in the mines near Narshe. After that, you must visit different regions and fight with Mog to learn new dances. If you use one of Mog's previously learned dances in a new area, however, the dance will change the backgound scene and you won't learn the dance of the new area.

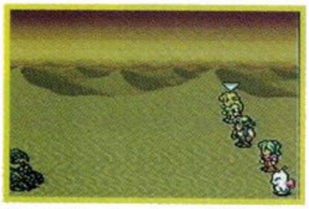


Learn this dance in the open field regions. Any field will do.



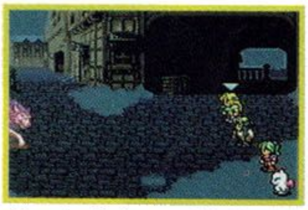
Mog can learn this dance in either the Phantom Forest or regular forests.

Desert Aria



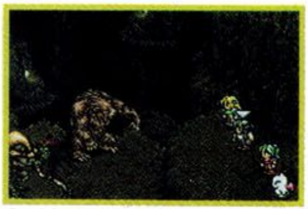
Go to the desert and fight with Mog to learn this step.

Love Sonata



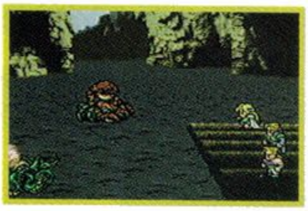
After the Collapse, visit Narshe or the Opera House to learn this dance.

Earth Blues



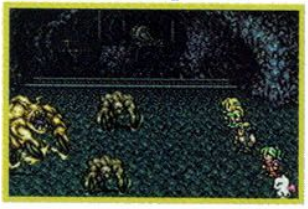
On Mt. Kolts, Mt. Zozo or West Mountain you can learn these moves.

Water Rondo



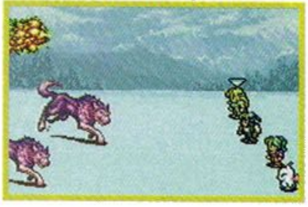
Make a splash before the Collapse in the Serpent Trench or the Lete River.

Dusk Requiem



Mog learns this step automatically when you first meet near Narshe.

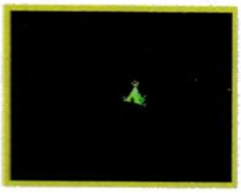
Snowman Jazz

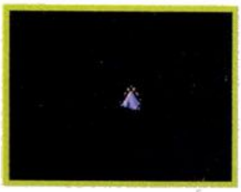


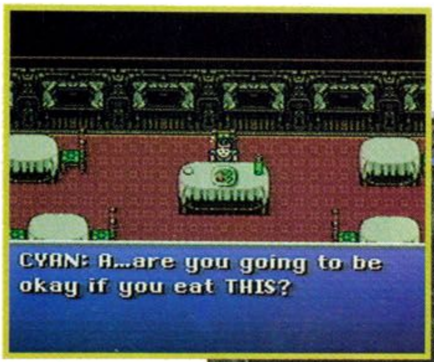
After the Collapse, return to the snowfield behind Narshe to learn this dance.

CHANGE THE LEADER

Changing the lead character results in a number of differences in the game besides showing a different character. When using Tents, for instance, a different lead character results in the Tent having a different banner or symbol on the center pole. In the Dining Car on the Phantom Train, sit down with different lead characters to get different reactions. Of course, none of this really helps you. It's just interesting.



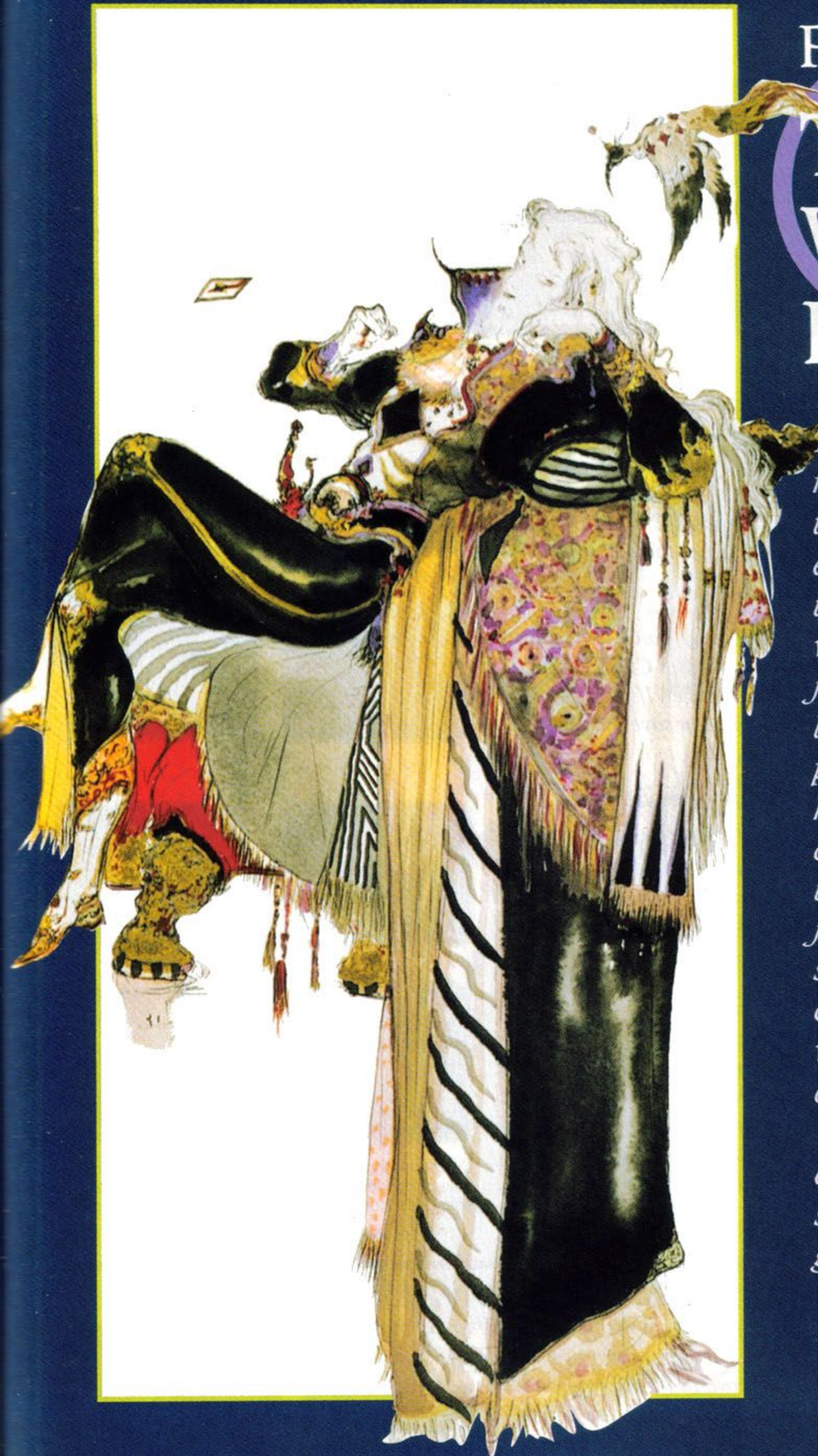




CYAN: A...are you going to be okay if you eat THIS?

PART 2

THE WORLD OF RUIN



The chaos caused when Kefka moved the three statues ripped the world apart, changing it forever. Now the people have not the Empire to fear but Kefka, who metes out his twisted justice from atop a great tower. It takes little to incur his wrath, so the people live with his threats hanging heavy like angry clouds above their villages. There is little hope for them, and little hope for Celes when she awakes in a small cottage a full year after the collapse. She is tended to by Cid, who tells her that they are apparently the only survivors. With fast friends gone and Kefka entrenched in his tower, Celes searches for direction in a world gone madly awry.

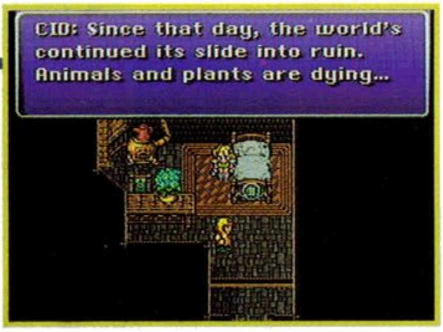
EVENT 1

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

THE SOLITARY ISLAND

In the year following the explosion that rocked the world and tore its land masses apart, the fires abated and people resumed their lives as best they could. Now they live under constant fear of incurring Kefka's devastating rage.

CELES AWAKENS TO A NEW WORLD



CID: Since that day, the world's continued its slide into ruin. Animals and plants are dying...

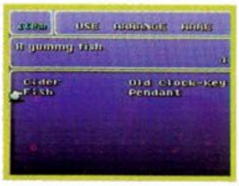
When Celes wakes in the World of Ruin after her long sleep, she finds that Cid has been caring for her during the year of her slow recovery. As far as he knows, they are the only survivors of the tremendous explosion that ripped the world as they knew it apart. He tells her that he has waited by the shore every day, hoping futilely to see some sign of life on the distant waters.

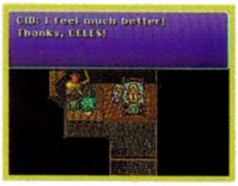
CID GIVES UP

Feeling stronger, Celes steps outside to explore the island. When she returns, she finds Cid in bed. He tells her that he's feeling weak and wants to rest, but he has really begun to let go of life. Caring for Celes had been his sole purpose; with her recovered, he sees no reason to go on living.

1 TO FISH....

If you go fishing, catch a Delicious Fish and offer it to Cid, he'll eat it and grow stronger. If you keep feeding him, you can save his life.

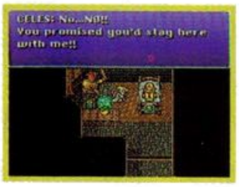




CID: I feel much better!
Thanks, CELES!

2 ...OR NOT TO FISH

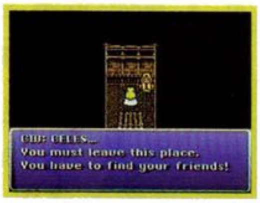
If you don't feed Cid, he'll become weaker and will die. All that's left is for a despairing Celes to throw herself from a cliff into the sea.



CELES: No...NO!!
You promised you'd stay here with me!!

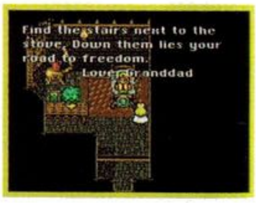
CID'S GIFT

Cid eventually urges Celes to leave. He tells you about some secret stairs by the stove. Walk left between the table and the stove to find the stairs. Follow them down to a hidden room where you'll find a raft.



CID: CELES...
You must leave this place.
You have to find your friends!

Cid encourages Celes to leave this island and to search for her friends.

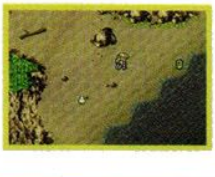


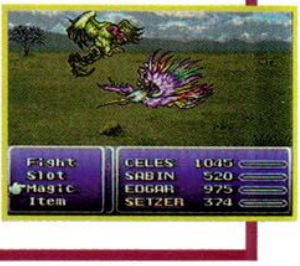
Find the stairs next to the stove. Down them lies your road to freedom.
Love, Granddad

Cid's letter tells about the secret stairs by the stove. Check the wall on the left.

RETURN FOR PALIDOR MAGIC

After you meet up with Setzer once again and locate the new Airship, return to the Solitary Island and walk down to the shore area. Lying on the beach you'll find one of the magic stones left by an Esper spirit. This one holds Palidor Magic.





ALBROOK

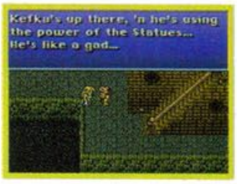
Celes lands at Albrook to find that she is not alone in the world, after all. She learns what happened on that fateful day when the world exploded by talking to the villagers.

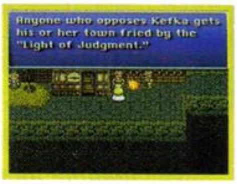
NEWS OF THE WORLD

Celes learns that Albrook is not the only village that survived the destruction. Tzen, to the north, and Mobliz, to the east, also still exist—in some form. The villagers speak of travelers who have brought news from distant places. Talk to everyone to see what they know.

KEFKA'S TOWER

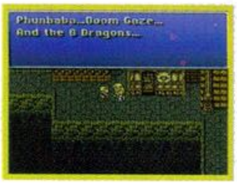
According to one man, debris from the great explosion floated eerily to the center of the continent and formed a tower, from which Kefka metes out his demented justice.

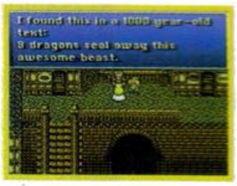

Kefka's up there, 'n he's using the power of the Statues... He's like a god...


Anyone who opposes Kefka gets his or her town fried by the "Light of Judgment."

ANCIENT DRAGONS

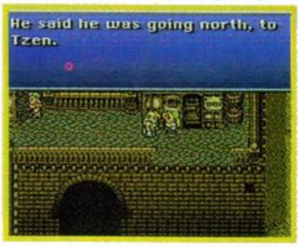
Another villager tells you an ancient tale about eight dragons who seal away an awesome beast called Crusader. Beating the dragons will unleash Crusader's power.


Phunbaba...Doom Gaze... And the 8 Dragons...


I found this in a 1000 year-old text: 8 dragons seal away this awesome beast.

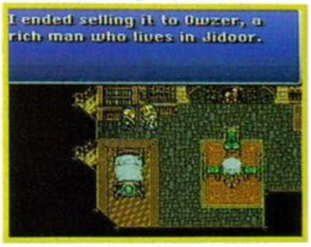
ANOTHER SEEKER?

A woman mentions that a young man had stopped by earlier searching for his friends. He had continued traveling north, towards the village of Tzen. Celes should follow.


He said he was going north, to Tzen.

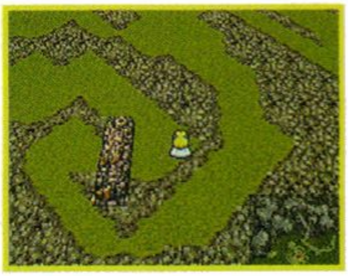
THE ART COLLECTOR

The worried artist says that Gestahl rejected the portrait he had commissioned earlier, so Owzer, an art collector from Jidoor, had purchased the piece. It's worth a look.


I ended selling it to Owzer, a rich man who lives in Jidoor.

NORTH TO TZEN

As you head north, you'll pass Kefka's strange tower. From its top, he strikes villages that oppose him with his "Light of Judgment." You'll return to the tower later.

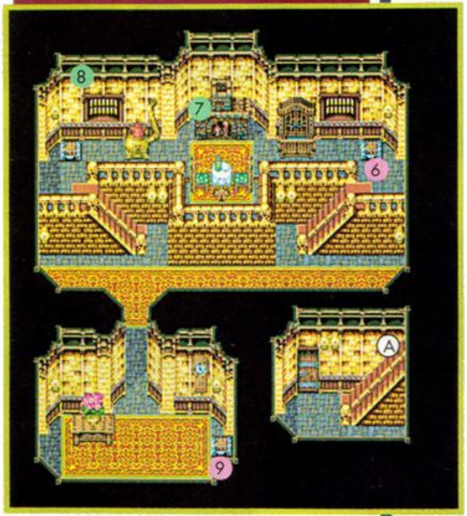

Debris from all over the world floated to one spot and formed Kefka's odd-looking tower.

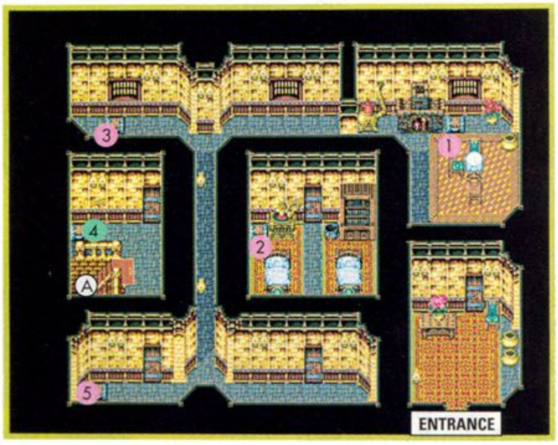
CHECKLIST

1. HEAL ROD
2. PEARL ROD
3. TINCTURE
4. NIGHTSTALKER
5. HYPER WRIST
6. MAGICITE
7. CHILD
8. NIGHTSTALKERS
9. DRAINER

TZEN

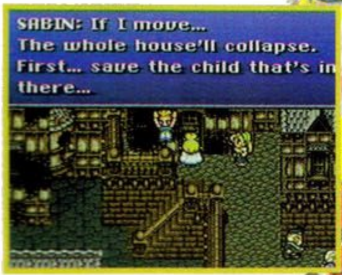
Celes follows one of the leads she got in Albrook and travels north to Tzen, a small town nestled in the mountains, in search of Sabin. She'll follow up on the other leads later. As she enters Tzen, an explosion rocks the village as another of Kefka's judgment bolts hits its mark.





KEFKA'S LIGHT OF JUDGMENT

Clearly, someone in the village has done something to incur Kefka's wrath, and the people are in turmoil as the streets rumble and the buildings burn. When Celes seeks shelter at the Inn, the Innkeeper implores her to help save a child trapped in a crumbling building on the north side of town.



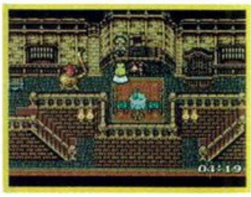
SABIN: If I move...
The whole house'll collapse.
First... save the child that's in
there...

SAVE THE CHILD!

When Celes responds to the call for help, she finds Sabin holding up the building with the last of his strength. He begs her to hurry—she must find and rescue the child before he tires out.

Fight
Runic
Magic
Item
CELES 90

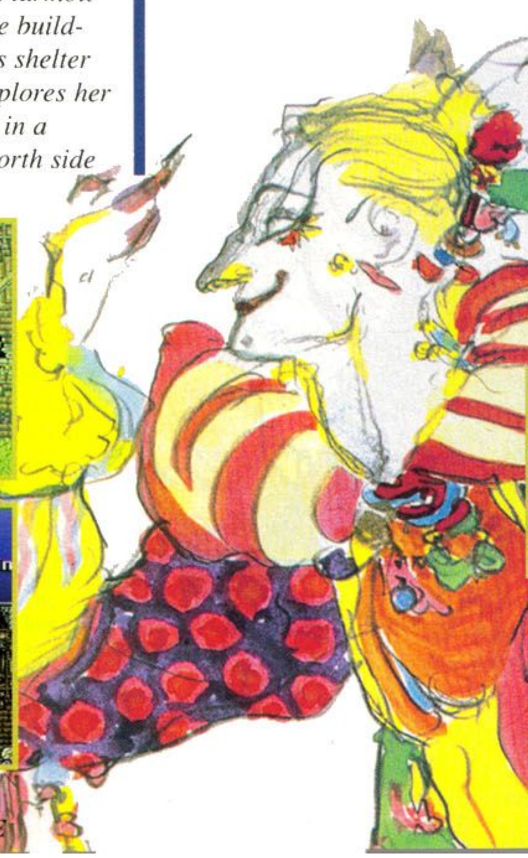
Don't waste time fighting. Warp or use Smoke Bombs to avoid time-consuming battles.



It's easy to miss the Child as you hurry through the rooms. She's on the landing.

SABIN SIGNS ON

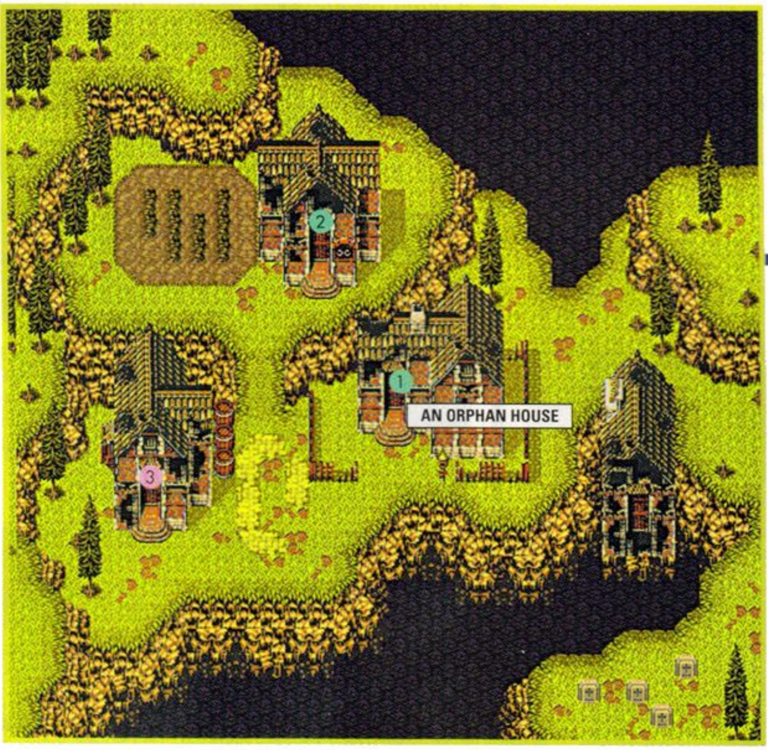
The villagers rejoice when Celes exits with the Child, and when Sabin steps aside, the building crashes down. Sabin is surprised that Celes is alive and gladly teams up with her. Buy and equip the best tools available, then head for Mobliz.



SABIN: I know, I know...
We smash Kefka, and deliver
peace unto the world...

EVENT 4

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

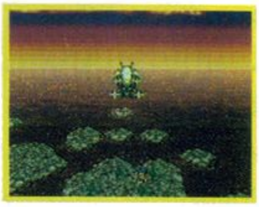


CHECKLIST

① TERRA
② BED
③ ETHER

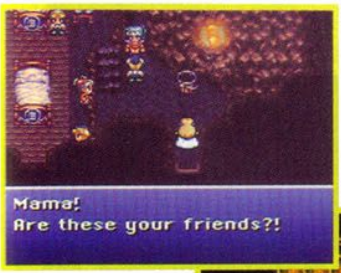
MOBLIZ

During the battle with the Empire, the adults of Mobliz perished trying to save their children, who have been left homeless orphans. Now they face a different peril: Phunbaba.

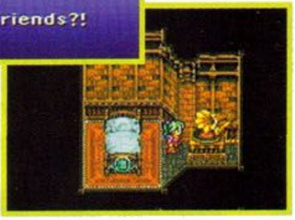


MOTHER TERRA

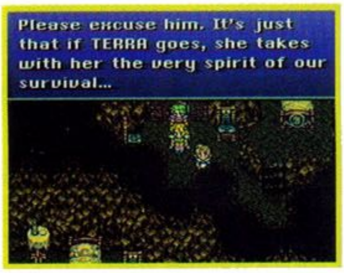
Celes and Sabin find Terra in Mobliz, but she is a changed person. It seems that she has been taking care of the children, who now call her Mom. The war took its toll on Terra. She no longer wants to fight.



Mama!
Are these your friends?!



There is a bed in the back room of the remains of the Relic Shop. Take a snooze to refresh your party before departing.

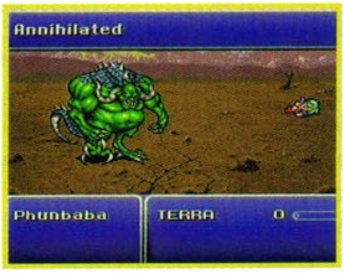


Please excuse him. It's just that if TERRA goes, she takes with her the very spirit of our survival...

The orphaned children of Mobliz depend on Terra, who has taken care of them ever since the destructive war with the Empire.

THE TERROR OF PHUNBABA

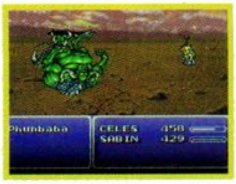
The children huddle in the basement of the one remaining house in Mobliz. They rarely venture out because they fear Phunbaba, who has been terrorizing them all year. Terra hasn't been able to stop him alone, so Celes and Sabin take him on. Together, they will put an end to his constant attacks on the village.



Annihilated

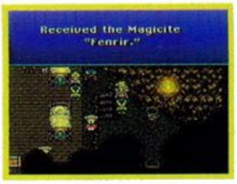
Phunbaba
TERRA 0

Terra admits to Celes and Sabin that she no longer has the will to fight. She has been unable to keep Phunbaba from terrorizing the children.



Phunbaba
CELES 458
SABIN 429

Celes and Sabin team up to counter Phunbaba's attack. Together, they send him packing.

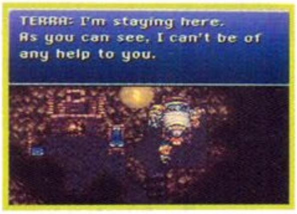


Received the Magicite "Fenrir."

The children are so happy that Phunbaba is gone that they give Celes and Sabin a Magic Stone.

TERRA BIDS FAREWELL

Even though Phunbaba is no longer a threat, Terra refuses to leave Mobliz. She feels that her place is with the children. They've lost too much already, and they depend on her. No amount of pleading will change her mind, so Celes and Sabin must continue without her. If they return later, when Duane and Katarin are a little bit older, she might be persuaded. For the time being, they head for Nikeah.



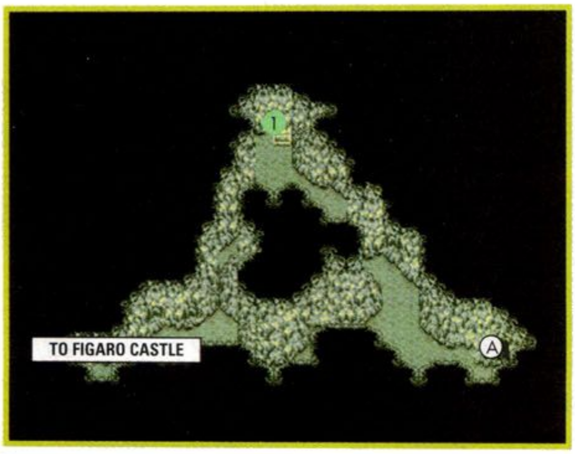
TERRA: I'm staying here.
As you can see, I can't be of any help to you.

EVENT 5

NIKEAH-SOUTH FIGARO

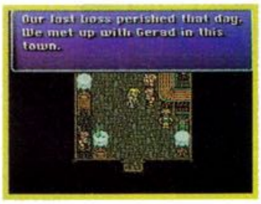
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

Nikeah is still the bustling port that it was before the explosion. The ship at dock ferries people and goods between Nikeah and South Figaro.

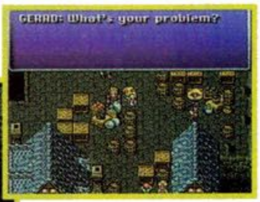


LOOK-ALIKE?

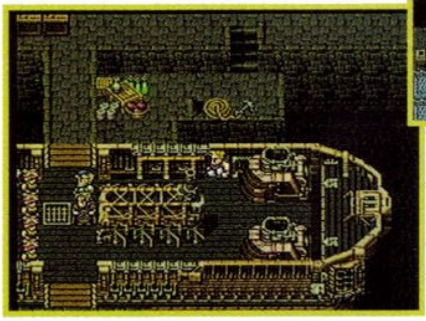
A band of thieves is in town, and its leader looks a lot like Edgar. When Celes calls out to him, though, he claims that his name is Gerad, not Edgar. Follow him when he sets sail for South Figaro.



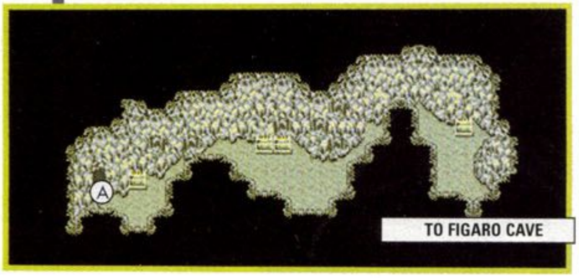
Our last boss perished that day. We met up with Gerad in this town.



GERAD: What's your problem?



That thief sure does look like Edgar, but he claims to be Gerad. Follow him to South Figaro.



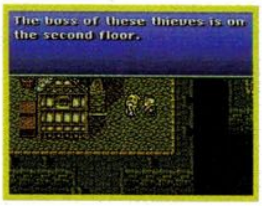
EVENT 6

SOUTH FIGARO - FIGARO CASTLE

Like Nikeah, South Figaro has been spared the wrath of Kefka. Tail Gerad and his band of thieves through town and on to Figaro Cave.

YOU MEET AGAIN

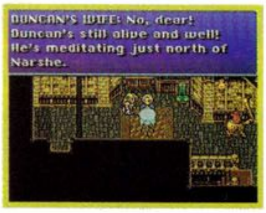
When Celes confronts the thief who looks like Edgar again in South Figaro, he again claims that she's confused. Don't let his brusque demeanor deter you. Follow the thieves as they leave town, but refresh your party at the Inn and shop for supplies first. There's a tough trail ahead.



The boss of these thieves is on the second floor.

DUNCAN'S WIFE

It is rumored that Duncan died some time ago, but if you return to his home and talk to his wife, she'll assure you that he's very much alive. He is merely meditating, she says, at his retreat north of Narshe.



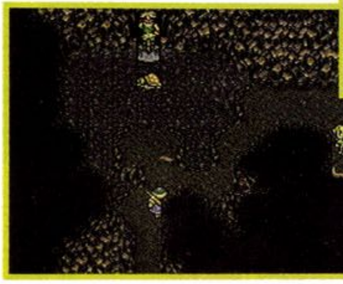
DUNCAN'S WIFE: No, dear! Duncan's still alive and well! He's meditating just north of Narshe.

THROUGH FIGARO CAVE

Gerad certainly knows his way through Figaro Cave. He and his gang rob their way along, emptying every chest as they pass by. You won't have to stop to collect goods, but you do have to endure occasional battles. The cave is teeming with undead enemies who have adverse reactions to healing magic.

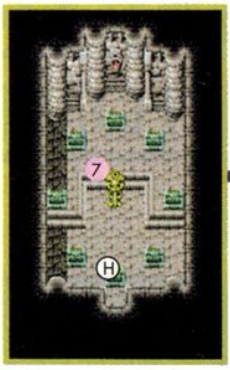
Fight
Runic
Magic
Item
CELES 724
SABIN 746

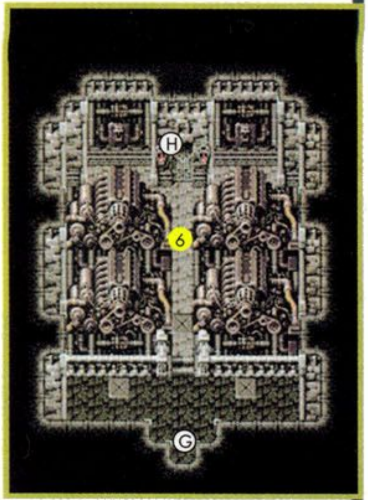
Keep your energy up as you battle your way through Figaro Cave. There are lots of undead enemies here.

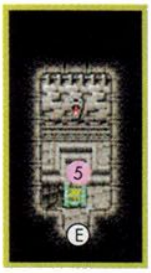


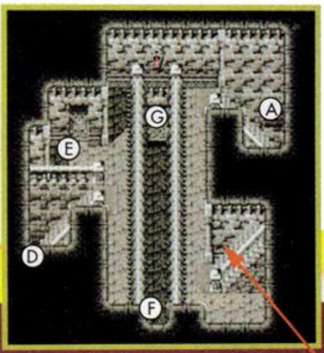
Use the advice the little girl in South Figaro gave you: Jump over on the turtle and follow the thieves.

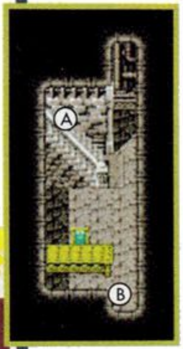
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

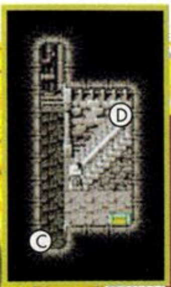


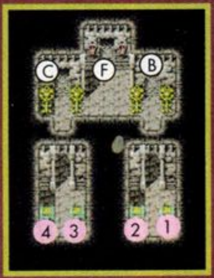












CHECK LIST

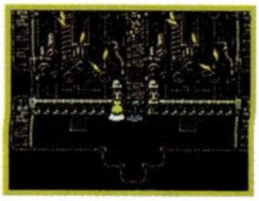
① CRYSTAL HELMET
② GRAVITY ROD
③ X-POTION
④ ETHER
⑤ REGAL CROWN
⑥ TENTACLE
⑦ SOUL SABRE

FIGARO CASTLE

Figaro Cave leads to a labyrinth of tunnels in the bowels of Figaro Castle. Gerad leads the way through the basement halls.

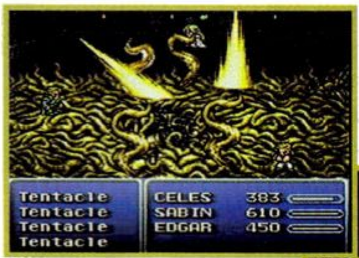
TENTACLE TERROR

At the castle's Treasure Room, Gerad finally admits that he is, in fact, Edgar. He had assumed the false identity in order to deceive the thieves and get them to break into the Treasure Room for him. Now he rejoins you, and just in time, too. When you enter the Machine Room, you'll have to fight the Tentacle.



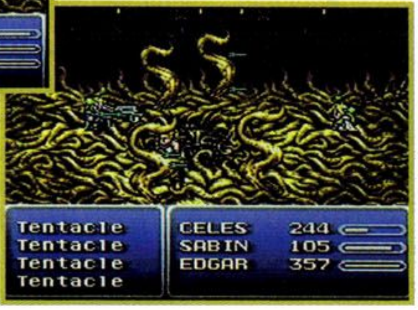
EDGAR: What're ya waiting for, CELES?

Edgar finally fesses up! He had to pretend to be Gerad in order to fool the thieves.



```
Tentacle     CELES   383
Tentacle     SABIN   610
Tentacle     EDGAR   450
Tentacle
```

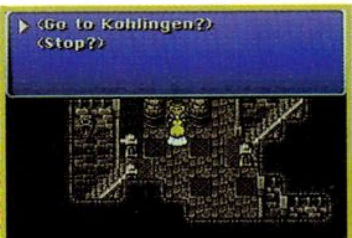
Magic doesn't work on the Tentacle. Keep attacking with the strongest weapons you have.



```
Tentacle     CELES   244
Tentacle     SABIN   105
Tentacle     EDGAR   357
Tentacle
```

GOING MOBILE

Now the party needs to head to Kohlingen, which is on a nearby island. Talk to the man who operates the castle. He'll pull the switch that makes it dive, and you can travel under water and land to Kohlingen.



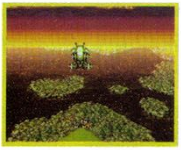
▶ (Go to Kohlingen?)
(Stop?)

EVENT 8

KOHLINGEN

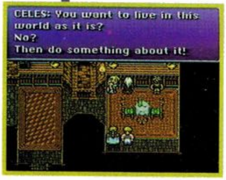
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

Figaro Castle is a fine mode of travel. Celes, Sabin and Edgar surface in a desert area near the town of Kohlingen. Leaving the castle there, they enter Kohlingen, where they meet up with a very despondent Setzer.

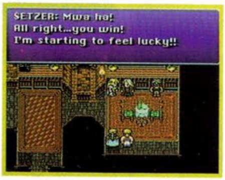


SAD, SAD SETZER

Setzer's Airship went up in flames during the great explosion. He had thought that everyone else perished in the blast, and he's depressed about losing the ship. In his blue mood, he hasn't been interested in anything.

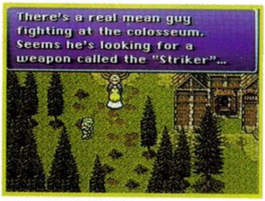

CELES: You want to live in this world as it is?
No?
Then do something about it!

Celes convinces him to help them destroy Kefka. Not only does he join them, he comes up with a plan for getting another Airship.

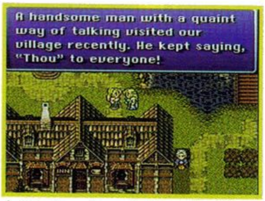

SETZER: Mwa ha!
All right...you win!
I'm starting to feel lucky!!

MORE GOOD NEWS

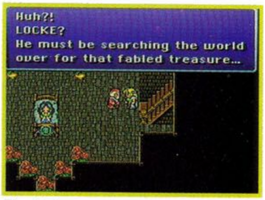
When the party talks to the townspeople, they learn that there's lots of other good news in Kohlingen, too. One person tells of a recent visitor who sounds like he could be Cyan, and another villager mentions that a treasure hunter had been through recently.


There's a real mean guy fighting at the colosseum.
Seems he's looking for a weapon called the "Striker"...

Rumor has it that there is a very strong fighter in the Colosseum who is looking for a Striker. It's not every fighter who knows how to use that special weapon.


A handsome man with a quaint way of talking visited our village recently. He kept saying, "Thou" to everyone!

A traveler who called people "Thou" passed through the village a short time ago. The villagers think he was headed for Maranda, a city to the south.

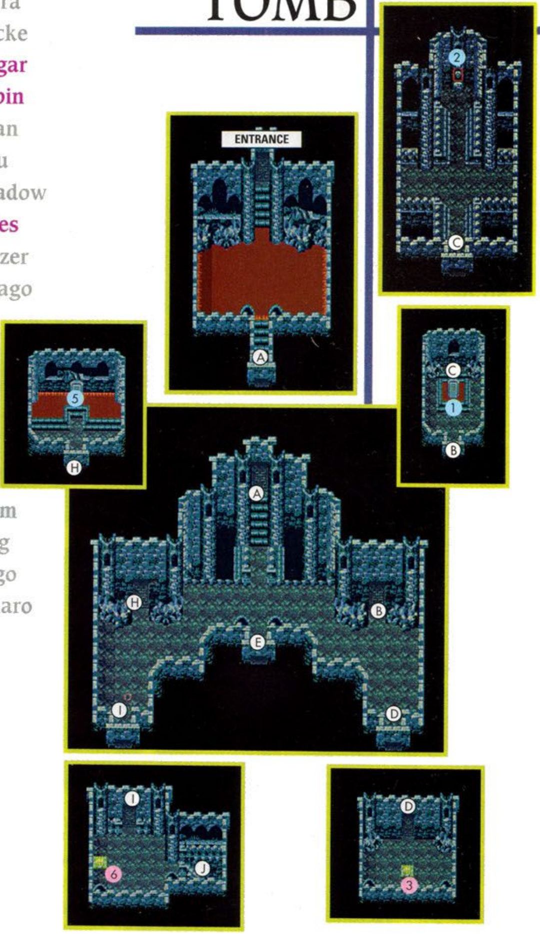

Huh?!
LOCKE?
He must be searching the world over for that fabled treasure...

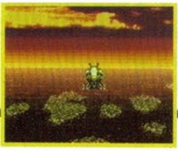
The holocaust hasn't change Locke's adventurous nature. The word in Kohlingen is that he has set out in search of a legendary treasure.

EVENT 9

DARILL'S TOMB

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

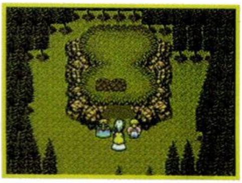




Setzer tells the sad story of the death of his friend, Darill, a fellow adventurer and engineer who had built an Airship of her own. She and Setzer had raced each other through the clouds when she lived. Now she lies in a tomb west of Kohlingen.

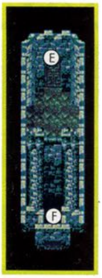
WEST TO THE TOMB

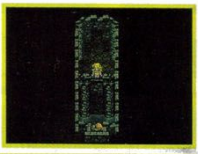
Setzer thinks that the party might be able to repair Darill's Airship and use it themselves. To find out where it is, they must go to her tomb in the west. Before entering, equip Setzer with Trump cards, which he'll need inside.

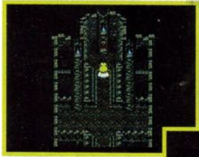


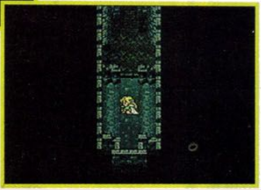
FLOOD THE TOMB

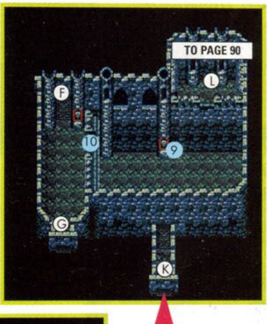
Go down to the Basement and flip switch #9, then go through the center door, ride the turtle across the water, then flip the switch on the wall to flood the chamber. Now you can hop on the turtle and ride it over to the door in the upper part of the room. Go through the door and Save the game before entering the next room, where you'll find Darill's coffin, which is guarded by an angry spirit. The party is in for a tough battle, so be sure that Setzer plays his cards right.

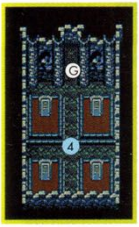


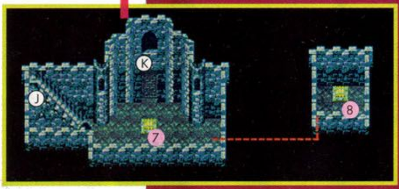










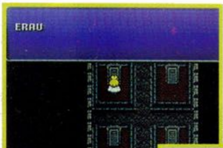


CHECKLIST

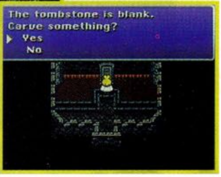
① TOMBSTONE
② WATER SWITCH
③ GENJI HELMET
④ FOUR TOMBSTONES
⑤ BLANK TOMBSTONE
⑥ CRYSTAL MAIL
⑦ CZARINA GOWN
⑧ EXP. EGG
⑨ DOOR SWITCH
⑩ WATER SWITCH

WRITING IN STONE

Don't leave the tomb without finding the Exp. Egg. First, return to the room that you flooded, then walk down through the door. Each of the four tombstones in that room has something engraved on it. Write the messages down (even if they don't appear to make sense) and walk up past the switch and out of the center door. Go through the door in the upper left and inscribe the messages on the tombstone there. When you finish, you'll be told where to find the Exp. Egg. You'll have to go down to the third basement and walk through a wall to find it.

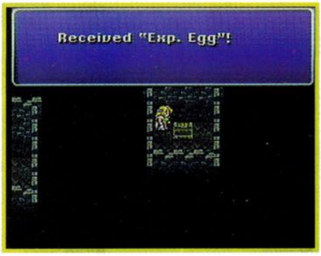


ERAU



The tombstone is blank.
Carve something?
▶ Yes
No

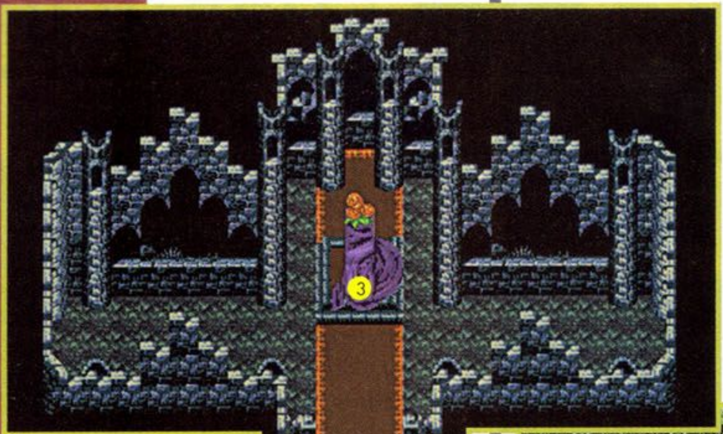
Read the four tombstones and write down the messages, then go to the room with the blank tombstone and record the messages there to find out where the Exp. Egg is.

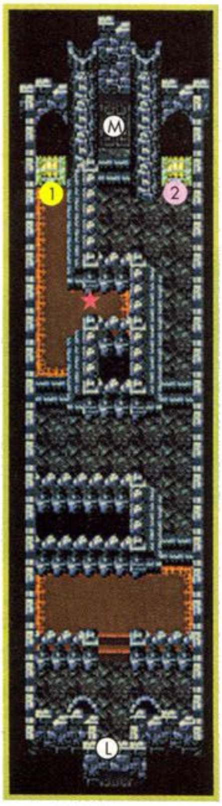


Received "Exp. Egg"!

CHECK-LIST

1. PRESENTER
2. MAN EATER
3. DULLAHAN





FROM PAGE 89

PRESENTING PRESENTER

Fight
Slot
Magic
Item
CELES 1214
SABIN 1057
EDGAR 1038
SETZER 618

Just in case you aren't up to the battle ahead, be sure to save the game before you open the Treasure Chest that houses Presenter. When you defeat the beast, you'll get the Dragon Claw. Equip it before continuing.

DULLAHAN

When your party approaches the statue, Dullahan will show up. He uses lots of magic, so equip Celes with a sword and use her Runic power to absorb the spells' energy. Make Sabin Blitz and Edgar use his Auto Crossbow while Setzer heals the party.

Fight
Tools
Magic
Item
CELES 694
SABIN 1057
EDGAR 1048
SETZER 664

To keep the party from suffering the ill effects of Dullahan's magic, use Celes' Runic power.

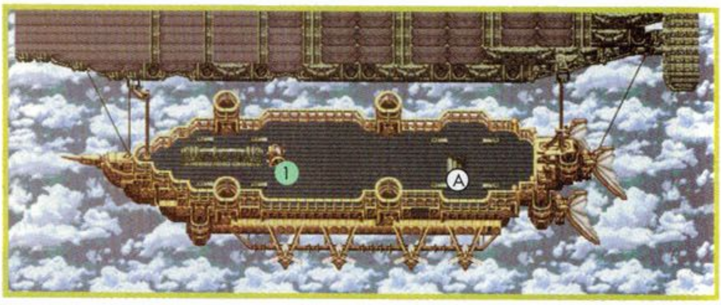
Fight
Slot
Magic
Item
CELES 694
SABIN 1057
EDGAR 1048
SETZER 664

Sabin's Blitz and Edgar's Auto Crossbow both cause plenty of damage, and attacks of fire are also effective against Dullahan.

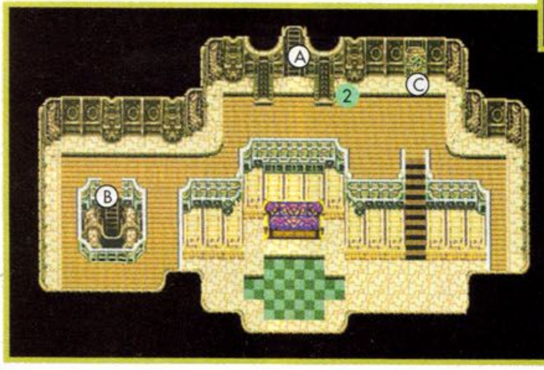
ALL ABOARD THE FALCON

Darill's Airship lets your party fly freely once again between the islands. It is a much simpler ship than Setzer's was, but that doesn't mean that it's not fast. As soon as you board the ship, you'll see a carrier pigeon carrying a note to someone far away. Follow the pigeon to see where it's headed.

AIRSHIP FALCON



Darill's Airship Falcon means freedom. It may not be as fancy as Setzer's Airship—there's no casino here—but it's just as useful.



CHECKLIST

1. CONTROLS
2. EQUIPMENT CHANGER
3. ENGINE ROOM
4. CABIN

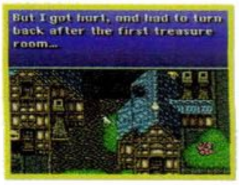
EVENT 11

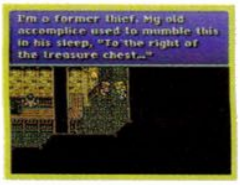
MARANDA

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

When your party boards Darill's Airship and follows the pigeon, you'll end up in Maranda, but you'll find that it has changed dramatically since the last time you visited.

TRY THE TOWER

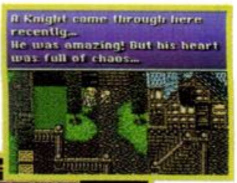

But I got hurt, and had to turn back after the first treasure room...


I'm a former thief. My old accomplice used to mumble this in his sleep, "To the right of the treasure chest..."

The pigeon is on the wing again, this time headed for Zozo. Follow its trail to investigate, but stop off at the Fanatics' Tower on the way. Climb to the first Treasure Room and take the Safety Bit from the chest there, then continue to Zozo.

TRACES OF CYAN

Maranda, too, has suffered Kefka's judgment, but the girl who was worried about her boyfriend, the soldier, is still here. Her house is full of flowers that she says came from him. In the letters that he sends by carrier pigeon, he tells her that he'll return as soon as the village he's in is rebuilt. Something seems fishy.

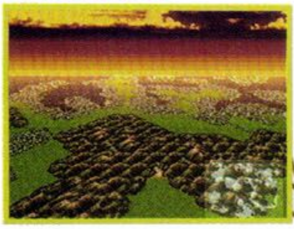

A Knight came through here recently...
He was amazing! But his heart was full of chaos...

Is it possible that the wounded soldier survived...or is someone else sending those letters?

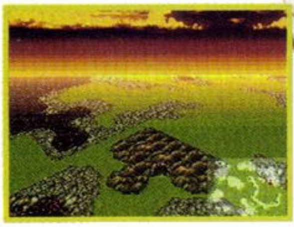
WORLDLY WOMAN

The world has changed greatly since it was jarred by the major earthquakes that were part of the destruction. One woman on the streets of Maranda will show you how the map has changed since the holocaust. When you talk to her, she'll show you how to get to Narshe, the Veldt and Doma Castle.

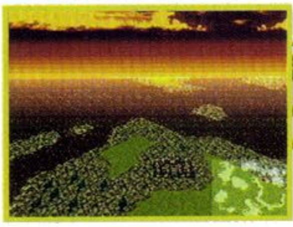
NARSHE

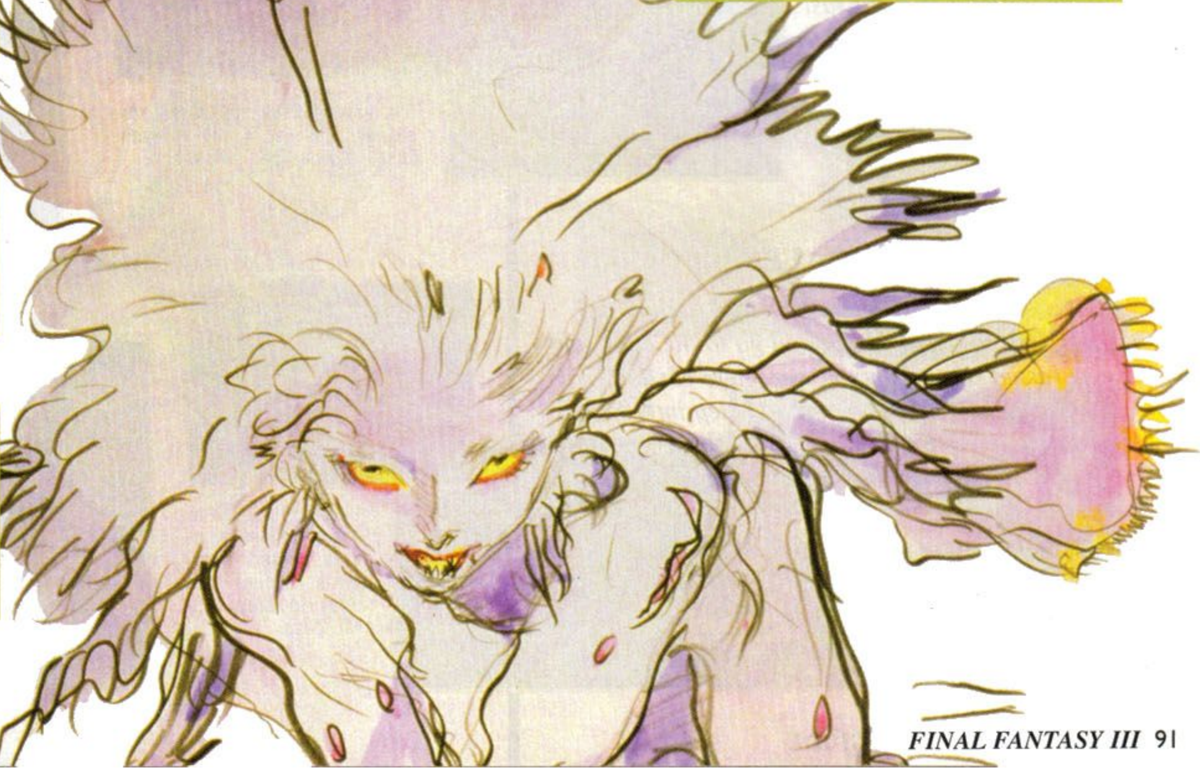


VELDT



DOMA CASTLE





EVENT 12

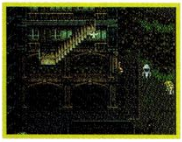
ZOZO--
MT. ZOZO

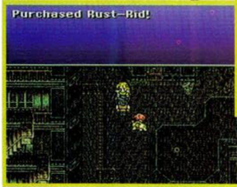
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

Zozo is still filled with liars and beasts, just as it was when you dropped by previously. Before you leave Maranda, though, a man will tell you that you can trust the person who tells you that Zozo is dangerous. Perhaps he can help you find the way to Mt. Zozo.

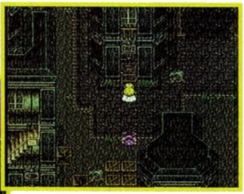
RUST-RID

As soon as you get to Zozo, start looking for the man who says it's dangerous there. When you talk to him, he'll tell you to find Mt. Zozo by going through the Cafe, then he'll offer you some Rust-Rid. It's just what you need to open the door that's rusted shut, so thank the man and head for the Cafe to start searching.





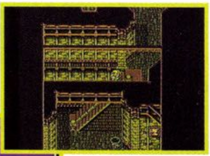
Purchased Rust-Rid!



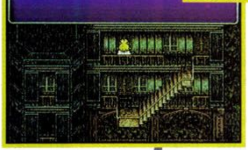
The man who tells you that Zozo is dangerous will supply you with Rust-Rid when you talk to him.

CLIMB IN THE CAFE

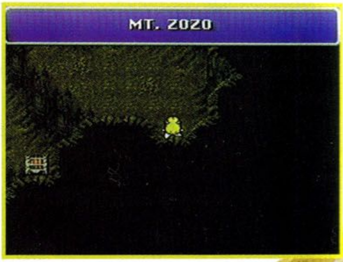
Enter the Cafe and go up the stairs to the third level. Exit to the stairwell and go to the door that was rusted shut when you were here earlier. Use the Rust-Rid on it to open it and step into the maze of caves that is the inside of Mt. Zozo. There are powerful enemies lurking in the shadows, so be sure to equip your party members with the strongest weapons and spells they can use before continuing the climb.



Use the Rust-Rid to open the door that was rusted shut. Walk through the door to step into Mt. Zozo.



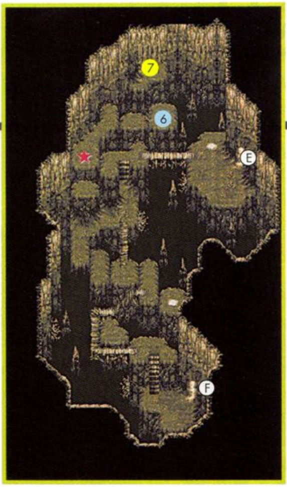
Rust dissolved.

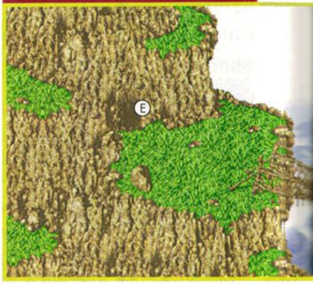


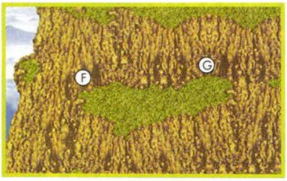
MT. ZOZO

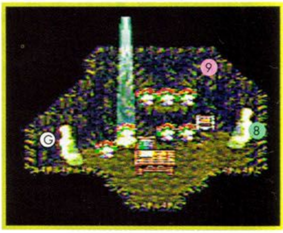
CHECKLIST

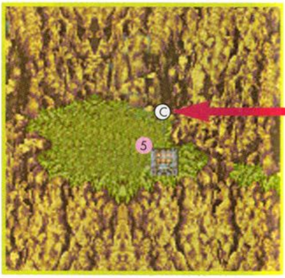
① RED JACKET
② ICE SHIELD
③ THUNDER SHIELD
④ AEGIS SHIELD
⑤ GOLD HAIRPIN
⑥ FLOOR SWITCH
⑦ STORM DRAGON
⑧ EXIT
⑨ LOCKED CHEST





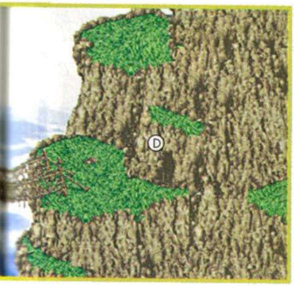




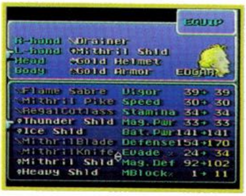


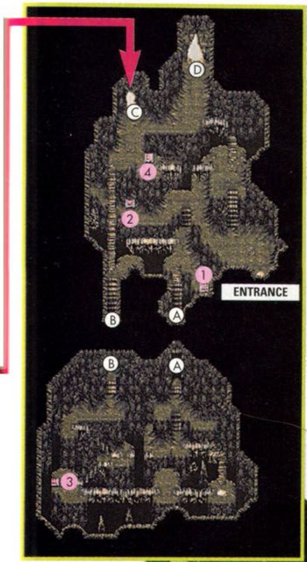
TIMELY TREASURE

As you climb the mountain, you'll come across several Treasure Chests. Open the chests and grab whatever loot is inside. If the treasure is a weapon or piece of armor, equip it before continuing. The only exception is the Ice Shield. It isn't effective against the Storm Dragon, so put it in your inventory and save it for later battles.



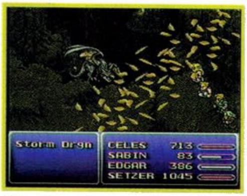
Received "Thunder Shld"!


```
                                  EQUIP
R-hand  Drainer
L-hand  Mithril Shld
Head    Gold Helmet
Body    Gold Armor          EDGAR
Flame Sabre     Vigor      39→ 39
Mithril Pike    Speed      30→ 30
RegalCutlass    Stamina    34→ 34
Thunder Shld    Mag.Pwr    33→ 33
Ice Shld        Bat.Pwr   141→141
MithrilBlade    Defense   154→170
MithrilKnife    Evade      24→ 34
Mithril Shld    Mag.Def    92→102
Heavy Shld      MBlock      1→ 11
```

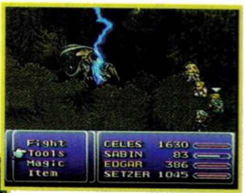


STORM DRAGON

The Storm Dragon is one of the eight dragons that the man in Albrook mentioned. It hides in a chest, and you'll have to step on the floor switch shown on the map to open the chest and let it out. Lighting bolts are effective against this legendary beast.



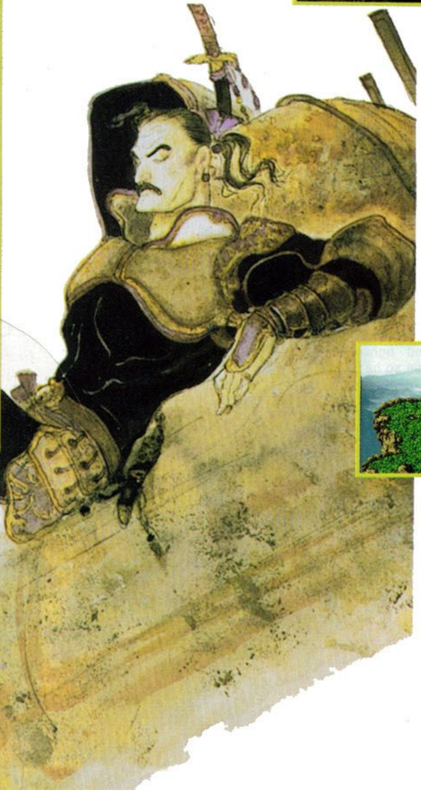
The Storm Dragon will circle you before diving in to strike. It frequently uses Wind attacks. Counter with Bolt.



Thunder 2 is also an effective spell. It can knock the hot air right out of the snarly dragon.

7 dragons left.

When you defeat the Storm Dragon, you'll get Imp Armor. Use the exit to your right.



CYAN'S DECEPTION

You'll soon come to a chamber that is apparently someone's home. The flowers here are just like the ones the girl in Maranda had been receiving. Outside, you'll find Cyan, who confesses that he has been writing to the girl, pretending to be her boyfriend because he couldn't bear to tell her that he had died. He knows that he has to tell her the truth.

umped into Sir GAU in
aranda. He said he had to
ecome stronger if he was to
ace Kefka.

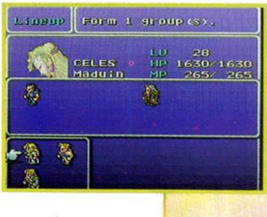
13 EVENT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

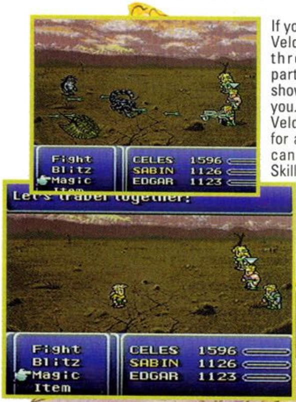
THE VELDT

The Veldt, where Gau grew up wild, is still filled with wild beasts. In his year of solitude, Gau has kept to himself there, practicing his fighting techniques and learning from the animals.

TAKE A PARTY OF THREE


Lineup
Form 1 group(s).
CELES LV 28
HP 1630/1630
Maduin MP 265/ 265

Gau is once again running wild with the animals, and as always, he's somewhat shy. He won't approach your party at all if it has more than three members, so lighten up before you set out in search of him. Walk around on the Veldt until you're attacked. Fight the enemy animals as you normally would. Sooner or later, Gau will appear when you win a battle, and he'll eagerly rejoin your group.


Fight
Blitz
Magic
Item
CELES 1596
SABIN 1126
EDGAR 1123
Let's travel together!
Fight
Blitz
Magic
Item
CELES 1596
SABIN 1126
EDGAR 1123

If you fight on the Veldt with a three-member party, Gau will show up to join you. Stay on the Veldt and fight for a while so he can learn new Skills.

14 EVENT

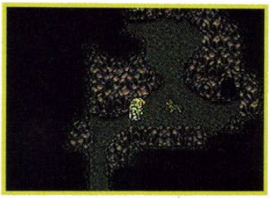
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

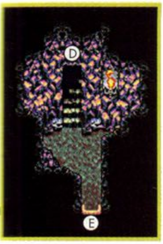
CAVE IN THE VELDT

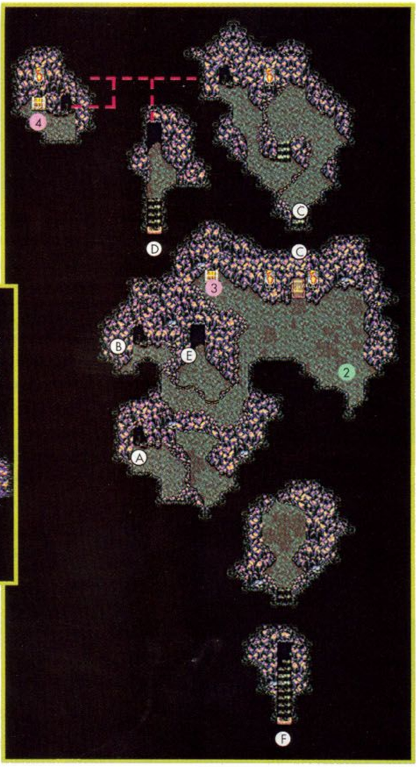
In the Veldt's southwest coastal region is a large cave that merits exploration, even if you haven't met up with wild man Gau yet.

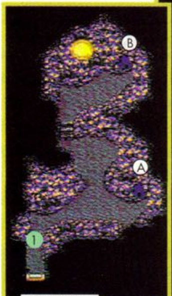
FOLLOW THE DOG

Just inside the cave, you'll meet a dog that looks strangely familiar. It barks a couple of times, then runs off into the cave. It's trying to tell you something. Follow its trail to see what the yapping is all about, but talk to the men in the next room first.





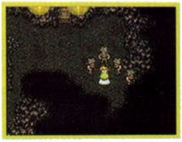


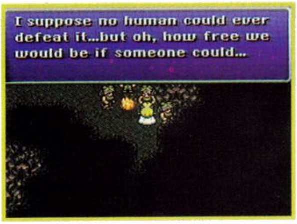


ENTRANCE

FIRESIDE CHAT

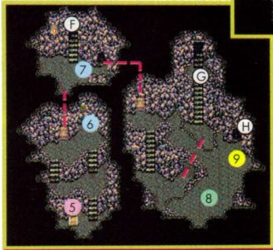
Take the second tunnel, then walk over to the four men by the campfire. They've seen a wild boy dressed in hides on the Veldt, but he wouldn't approach when the four of them were together. One of them also tells about a fierce dragon that lives in the forest to the north.





I suppose no human could ever defeat it...but oh, how free we would be if someone could...

The men are doubtful that a human could defeat the frightening dragon that dwells in the northern forest.



CHECKLIST

- ① INTERCEPTOR
- ② FOUR MEN
- ③ RAGE RING
- ④ TIGER FANGS
- ⑤ STRIKER
- ⑥ WALL SWITCH
- ⑦ HIDDEN PASSAGE
- ⑧ SHADOW/RELM
- ⑨ BEHEMOTH

SR. BEHEMOTH

A raging Sr. Behemoth reigns with terror in the cave, and you'll have to beat both the live beast and its undead spirit to destroy it. It uses strong magic spells in battle, so be prepared to protect against them.

■ ROUND ONE

During the first battle, equip Celes with a sword and use her Runic power to absorb the brunt of the Behemoth's spells. Attack with your other party members, using the most powerful weapons they can equip.

■ ROUND TWO

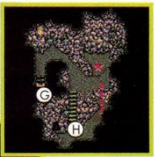
Just when you think you've destroyed the Behemoth, its vengeful spirit will appear with a surprise back attack. Because the spirit is undead, using Revivify water on it will destroy it with a single application.

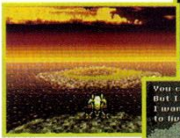
Fight
Blitz
Magic
Item
CELES 1430
EDGAR 1052
SABIN 1233
SETZER 603

Fight
Blitz
Magic
Item
CELES 1132
EDGAR 824
SABIN 617
SETZER 454

SHATTERED SHADOW

If you waited for Shadow before leaping off the Floating Island, you'll find him lying wounded inside the cave. His faithful dog, Interceptor, leads you to his wounded master. When you reach him, the scene will fade, and you'll automatically find your party at his bedside in Thamasa.





You came to fetch me...
But I won't be coming back...
I want you, and the girl,
to live in a peaceful world...

IF NOT SHADOW...

If you didn't wait for Shadow, he's gone for good. You'll find Relm lying wounded in the cave instead, but you'll still end up in Thamasa. Wait until she leaves for Jidoor, then follow.

15 EVENT

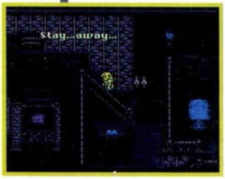
JIDOOR

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

Jidoor is the western-most city on the world map. It is home to the land's only Auction House and to a famous art collector named Owzer. The people tell you that Relm is busy painting in his house.

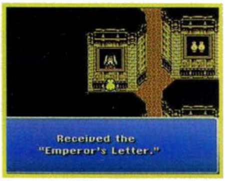
ADMIRE THE ARTWORK

Owzer's house is dark, but in the dim light you can see a diary on the table. You can't climb the stairs on the left yet, so go read the diary, which tells where the light switch is. Turn on the lights, then go upstairs. Search the Emperor's Painting twice to get a letter, then go to the painting in the southwest corner. When you look at it, the image in it will pop out. Defeat the image to make a door appear in the painting's place.



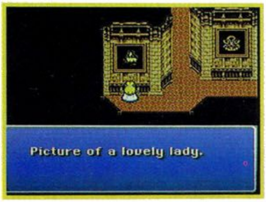
Stay...away...

You won't be able to climb the stairs until you turn on the lights. Read the diary lying on the table to find out where the light switch is.



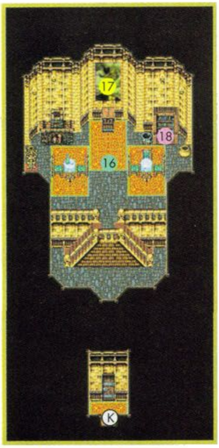
Received the "Emperor's Letter."

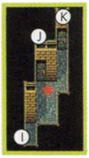
Press the A Button to search the Emperor's Painting twice. When you look the second time, the painting will give up a letter.

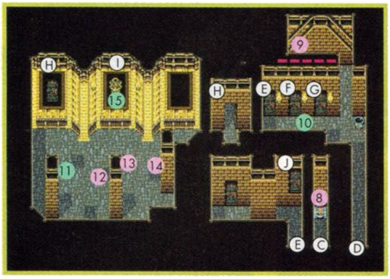


Picture of a lovely lady.

When you stand in front of the painting of the woman in the lower left corner, it will attack. After you defeat the two Dahlings, a door will appear in the wall where the painting had been.





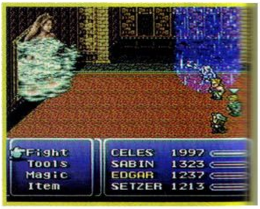


ATTACK OF THE FLOATING CHESTS

Each of the Floating Treasure Chests holds both an enemy and a treasure. Approach them, one-by-one, and press A to make the enemies emerge. Fight for the treasures. When all of the chests are empty, step up to the painting on the wall behind them. Fight the image in the painting to make a door appear in the wall. Go through the door and save your game at the save point there.

CHADARNOOK

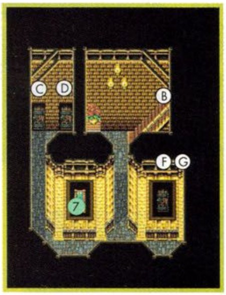
It's time for some art appreciation. Observe Chadarnook, a most unusual enemy. It's a demon spirit that's living in the portrait of the woman that Relm is working on. When your party enters the battle mode, the painting will switch between an image of a woman and an image of a demon. Time your attacks so that they strike when the demon is present. Fire magic is effective against the demon's image,

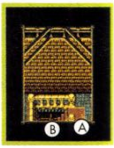


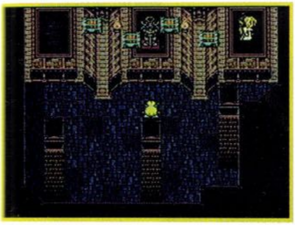
When the image of the woman appears, she frequently casts sleeping spells on your party members. Wake sleeping members up as soon as you can.

CHECKLIST

① STAIRS
② DIARY
③ LIGHT SWITCH
④ MONSTER PAINTING
⑤ GESTAHL'S PORTRAIT
⑥ DOOR BEHIND PAINTING
⑦ ENEMY PAINTING
⑧ MOOGLE SUIT
⑨ RELIC RING
⑩ THREE DOORS
⑪ FLOATING CHESTS
⑫ POTION
⑬ ETHER
⑭ REMEDY
⑮ ENEMY PAINTING
⑯ OWZER
⑰ CHADARNOOK
⑱ MAGICITE

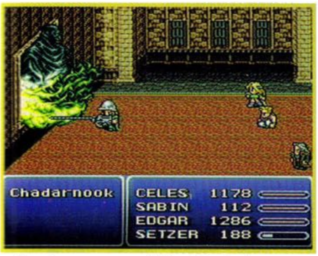






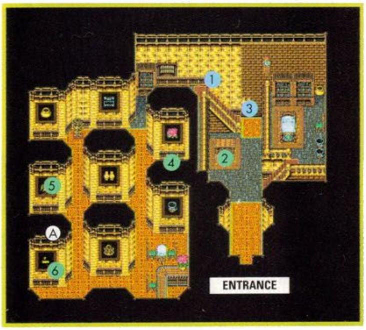
/Valk up to the Floating Chests and press the A Button to attack. When you defeat the monsters in the boxes, you'll earn treasures.

so be sure that your fire magic is at 100% before you take on the haunted painting. Edgar's Drill can also cause lots of damage, so select it when you run low on magic. The woman's image casts sleep spells on your party members. Be sure to wake them up so they can help pile on the damage.



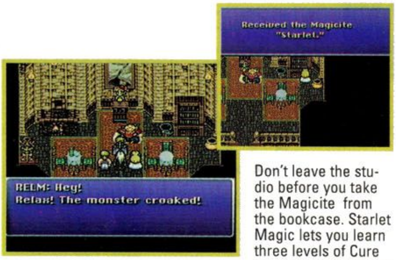
Chadarnook
CELES 1178
SABIN 112
EDGAR 1286
SETZER 188

Use the most powerful Fire Magic that you've learned against the demon's image. Edgar's Drill is also very effective against both images.



RELM RETURNS

When you finally defeat Chardarnook, Relm will throw in her paintbrush and join your group. Before you leave the studio, be sure to take the Starlet Magicite from the bookcase. With this new Esper, you'll learn Cure spells.



RELM: Hey!
Relax! The monster croaked!

Received the Magicite
"Starlet."

Don't leave the studio before you take the Magicite from the bookcase. Starlet Magic lets you learn three levels of Cure as well as Regen and Remedy.

16 EVENT

FANATICS' TOWER

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

When you stopped by the Fanatics' Tower earlier, Strago was outside in a kind of trance. Relm is the only one who can break the trance, so return to the tower with her and have her talk to him.

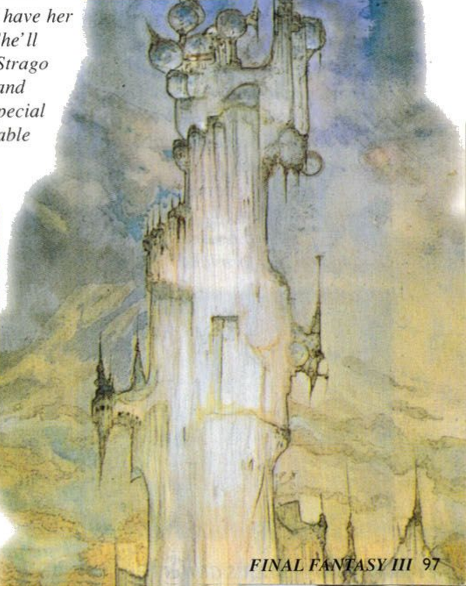
STRAGO SNAPS OUT OF IT

Kefka's fanatical followers have cast some sort of spell on Strago. He and several other zombies are marching endlessly in circles at the base of the tower. When your party passed by the tower earlier, he was unresponsive. Now that you have Relm back, assign her a spot on the traveling team and have her approach Strago. She'll shout so loud that Strago will snap out of the trance and rejoin the group. With his special Lore magic, he'll be a valuable member of the party.

RELM: Let's do it!
Let's go get that madman!

CELES
RELM
EDGAR
SABIN
Status
Config
Save

STRAGO: RELM!
Is that you, my dear?
You're alive!!



EVENT 17

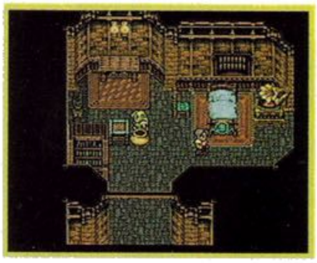
MOBLIZ

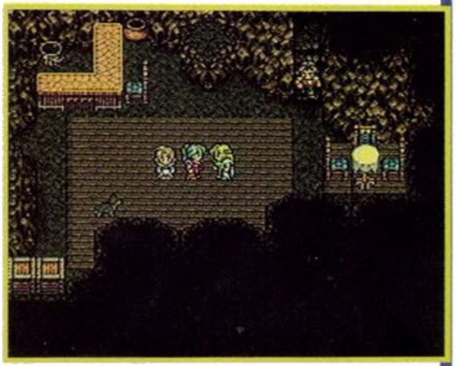
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

It's time to return with your party to Mobliz to see how Terra and her charges are faring. Board Setzer's Airship and take wing. It's possible that Terra has changed her mind about fighting.

WHERE'S KATARIN?

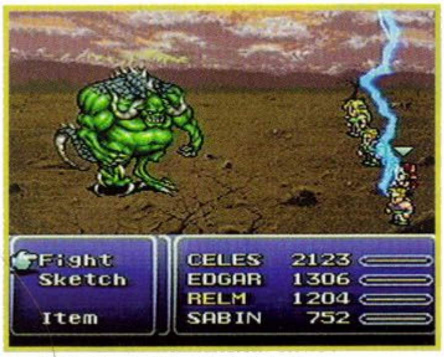
When your party first returns, it's plain that something is wrong. Terra is nowhere to be found, and Katarin is gone, too. The children suggest that you look for the missing pair in the house next door, but when you look there, she's gone. Not until you see a dog dash behind the bookcase do you realize that there is a hidden stairway there. Terra and Katarin are talking about the baby that Katarin is going to have. She's afraid of what will become of her child in this war-torn land.



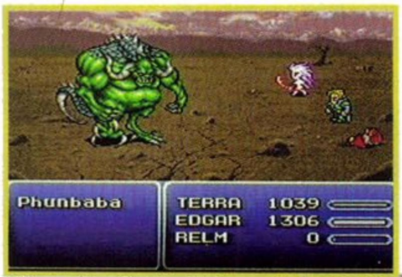


PHUNBABA RETURNS

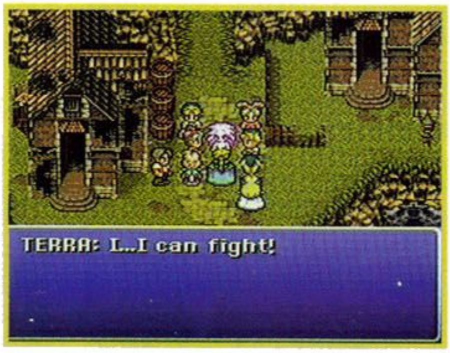
As Terra comforts Katarin, the ground begins to shake, and everyone knows what that means: Phunbaba is back. The huge green monster who, along with Doom Gaze, has been terrorizing the world, returns to torment the children of Mobliz. He is the source of their nightmares, nightmares that occur both night and day. Terra cares for the children while your party springs into action against him. It will prove to be the most vicious battle you've experienced yet. A single attack can cost 1,000 HP, so be sure to keep all but one of your party members above 1,000. Go ahead and sacrifice one member; when you do, Terra will join and attack with her powerful magic spells. Using the wisdom of her Esper heritage, she alone means the difference between victory and defeat.



A single blast of Phunbaba's lightning consumes 1,000 HP per person. Be sure to keep your party members healthy to keep them from being blasted in one fell swoop.



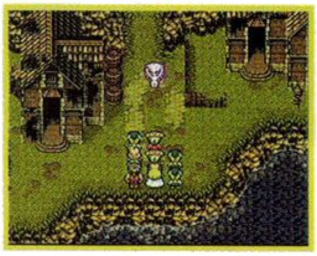
When the first member of your party succumbs, Terra will leave the children and join the fight. Her Esper experience is invaluable to your team.

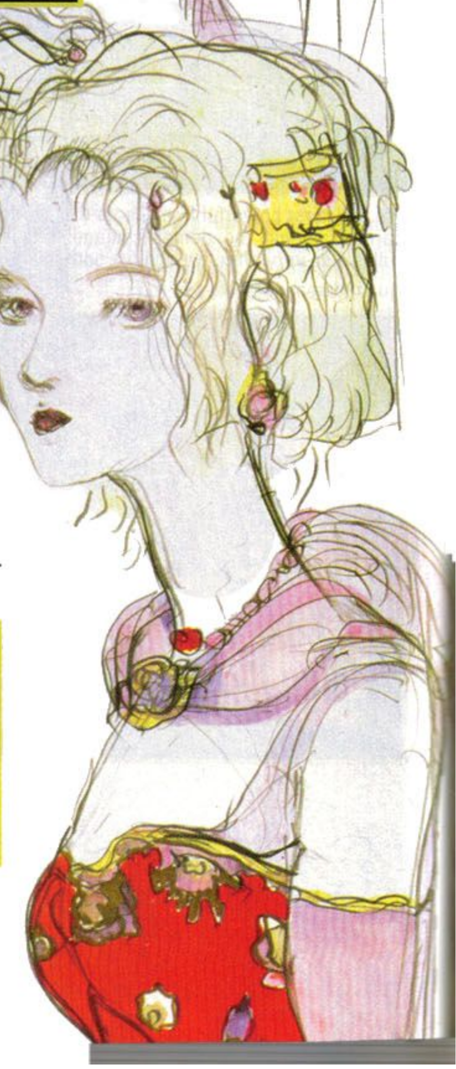


TERRA: I...I can fight!

TERRA REVEALS ALL

After the battle, Terra can no longer deny her Esper side. She shows herself to the children in her Esper form, morphing into a pink, flying being. At first the children are frightened, but then they see the kindness in her eyes. She knows now that she must help make the world safe for them.



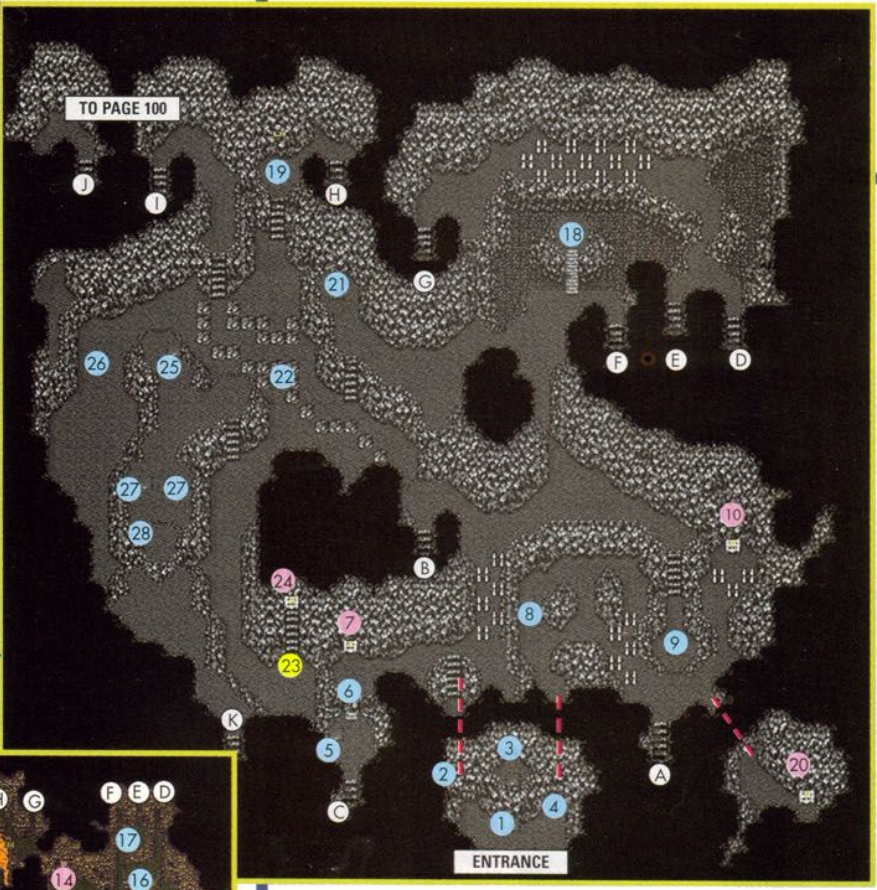


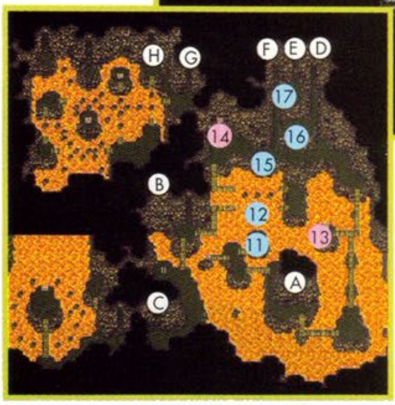
EVENT 18

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

PHOENIX CAVE

The letter you received when searching Gestahl's painting gives you a clue about where to look for the Phoenix Cave. Land your Airship in the center of the mountain range that is shaped like a star.



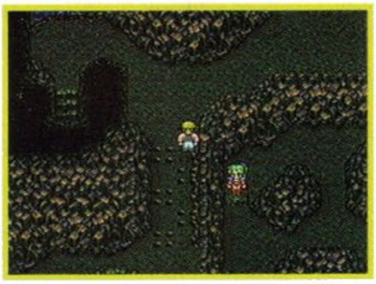


CHECKLIST

- ① FLOOR SWITCH
- ② DOOR
- ③ FLOOR SWITCH
- ④ DOOR
- ⑤ BRIDGE SWITCH
- ⑥ BRIDGE
- ⑦ WING EDGE
- ⑧ FLOOR SWITCH
- ⑨ FLOOR SWITCH
- ⑩ EMPTY CHEST
- ⑪ FLOOR SWITCH
- ⑫ BOULDERS
- ⑬ EMPTY CHEST
- ⑭ EMPTY CHEST
- ⑮ FLOOR SWITCH
- ⑯ SHIFTING STONE
- ⑰ FLOOR SWITCH
- ⑱ FLOOR SWITCH
- ⑲ WALL SWITCH
- ⑳ WARP STONE
- ㉑ FLOOR SWITCH
- ㉒ SHIFTING STONES
- ㉓ RED DRAGON
- ㉔ DRAGON HORN
- ㉕ FLOOR SWITCH
- ㉖ STONE APPEARS
- ㉗ TWO FLOOR SWITCHES
- ㉘ STONE WALL

TAKE TWO TEAMS

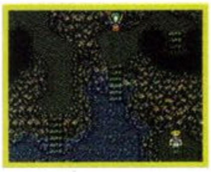
Now you'll take two teams with you to explore the Phoenix Cave. Press Y to switch between groups, and use one to clear the way for the other. Start by having your first team stand on the floor switch inside the entrance to open the door on the left.



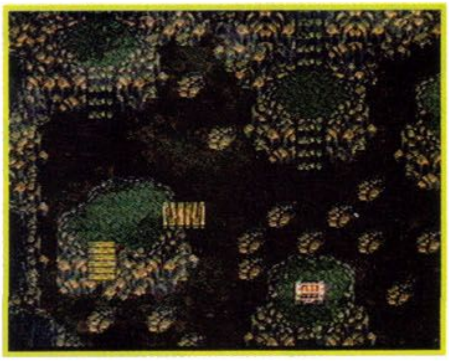
While your first teams stands on the floor switch, your second team can walk across where the spikes are.

COOL DOWN THE LAVA

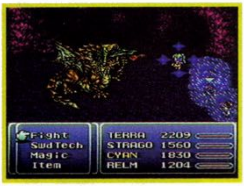
The boiling lava beds make it impossible to reach the Treasure Chest in the center of the room. Have one team flip the wall switch at #19 to cool the lava down. Being able to walk in the lava opens up new areas for exploration, including the center of the room. Now a team can go open the chest.



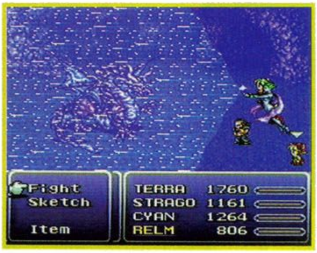
Have one team flip the wall switch to turn off the lava, then send the other team exploring in the area that was unreachable before.



RED DRAGON


Fight
SwdTech
Magic
Item
TERRA 2209
STRAGO 1560
CYAN 1830
RELM 1204

Equip at least one member with ZoneSeek and cast spells that will repel the Red Dragon's magic attacks.

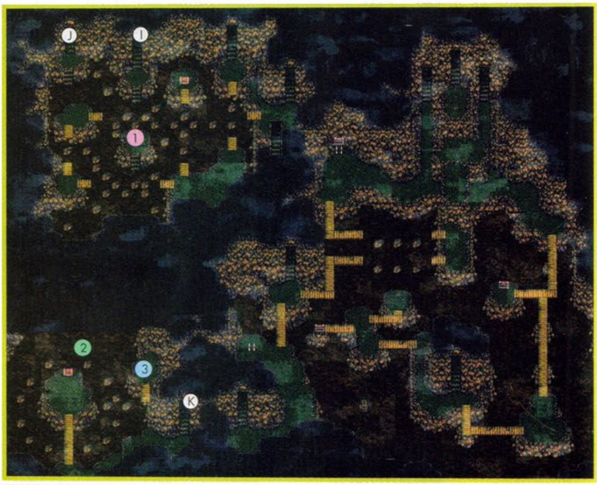

Fight
Sketch
Item
TERRA 1760
STRAGO 1161
CYAN 1264
RELM 806

Cool the fiery Red Dragon down. Use the most powerful Ice Spell that you have.

The dragon inside the fiery Phoenix Cave is, as you might expect, red. In battle, it casts many magic spells, so either use protective spells or equip your party with Wall Rings. The best way to counter the Red Dragon's attack is to use the strongest weapons you have in your inventory and to have members with magic strength cast spells that will put out the beast's fire. Try Ice and Water spells for attacks, Shell and ZoneSeek for protection. Try to keep your party members' energy levels high so that they'll be able to survive the dragon's most powerful spells.

COLLECT ITEMS

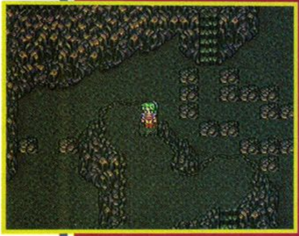
After you defeat the Red Dragon, walk up to the Treasure Chest above and open it to get the Dragon Horn. Go to the point shown at the right and stand on the Floor Switch to make two stones appear in the gap on the left, then switch parties. Send the second party to pick up the Ribbon from the chest in the center of the lava, then have it enter the room where the first party waits. Jump across the stones in the gap to meet up with the other team. It will take both teams to clear the Phoenix Cave's exit.



CHECKLIST

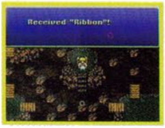
① RIBBON
② LOCKE
③ TO AIRSHIP

Fight
SwdTech
Magic
Item
TERRA 2209
STRAGO 1560
CYAN 1830
RELM 1204

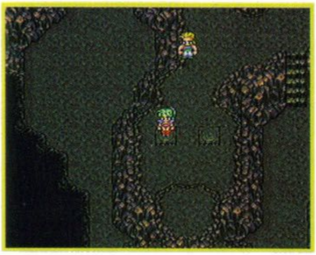


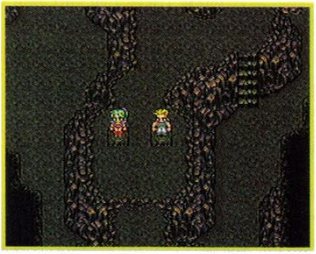
MOVE A MOUNTAIN

After you skip the second party over to meet the first, you'll have to find a way out of there. To exit the cave, you'll have to clear an opening in the stone wall ahead. There are two Floor Switches near the wall. When you put one team on each switch, the wall of stone will move to create an opening. Once it moves, it will stay open, so you can have your teams leave the cave in whatever order you'd like.



Received "Ribbon"!

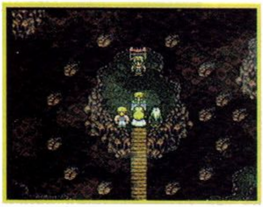


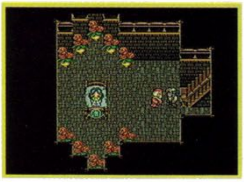


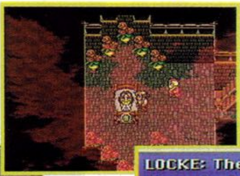
Have one party stand on each of the two Floor Switches near the stone wall.

HAVE LOCKE ENLIST

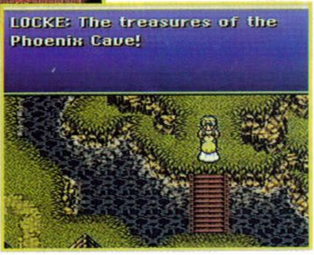
Before you leave the Phoenix Cave, you'll run into Locke, who begs for the Phoenix Magicite. He implores you to let him go to Kohlingen so he can use the Phoenix magic on Rachel. When you deliver him, he rushes to the basement where she lies unconscious, suspended in a surreal sleep. As soon as he uses the magic, she begins to stir. Instead of coming back to life completely, though, she returns to consciousness only long enough to tell Locke that her death was not his fault. She begs that, instead of blaming himself, Locke begin to live again without guilt. She then departs, promising that her spirit will always be with him.







Using the Phoenix Magicite, Locke temporarily revives Rachel. She tells him to live life to its fullest.



LOCKE: The treasures of the Phoenix Cave!

Locke shows Celes the treasures he found, then he joins the group.

EVENT 20

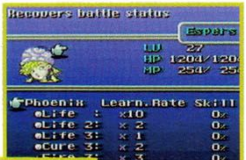
TOWER OF FANATICS

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

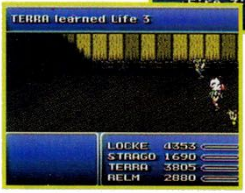
The Tower of Fanatics is filled with Kefka's crazed followers. He has used his magic to exert mind control over them, so they are completely loyal to him. He has also taught them to use magic spells, which makes them as dangerous as they are demented.

PREPARE YOUR PARTY

Before you enter the tower, it's essential that you have at least one member of your party learn Life 3, a skill that you acquired by picking up the Phoenix Esper. Cast it on at least one person when fighting the Mage Master at the top of the tower. That way, if he uses his Ultima spell, you'll have a survivor who can revive the rest of your party.



```
Recovers battle status
                          Espers
              LV   27
              HP 1204/120
              MP  254/ 25
Phoenix  Learn.Rate Skill
 Life  :  x10        0%
 Life 2:  x 2        0%
 Life 3:  x 1        0%
 Cure 3:  x 2        0%
          x 3        0%
```



```
TERRA learned Life 3
```

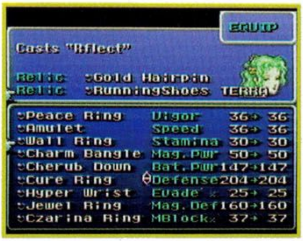
Life 3 revives members who have been felled by fatal attacks. Be sure to learn this spell before climbing the tower.

VITAL EQUIPMENT

Along with learning Life 3, there are some other important preparations to make before entering the Tower of Fanatics. If you talk to the three men outside the tower, at its base, they'll tell you that weapons are useless inside. Knowing that, you should choose party members with lots of MP and equip them with the strongest spells you have. In addition to using Life 3, it's a good idea to stop by Narshe and get the Ragnarok Esper. Now that Locke is in your party, you can have him open the locked door to the Weapon Shop in Narshe. Go behind the counter in the shop to get Ragnarok. To make your people strong against the magic that they'll be facing, equip each of them with a Wall Ring so they can reflect spells. If you don't have enough Wall Rings to go around, go shopping and buy more of them.

Magic
Item
LOCKE 4354
STRAGO 3260
TERRA 2164
RELM 4820

Get the Ragnarok Esper in the Weapon Shop in Narshe. As its name suggests, its Ultima spell is the ultimate magic. It casts a fatal blow to all characters on the screen.



```
                                  EQUIP
Casts "Rflect"

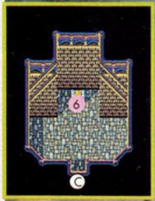
Relic  :Gold Hairpin
Relic  :RunningShoes  TERRA

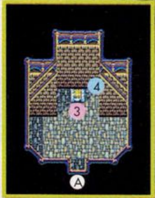
:Peace Ring     Vigor    36→ 36
:Amulet         Speed    36→ 36
:Wall Ring      Stamina  30→ 30
:Charm Bangle   Mag.Pwr  50→ 50
:Cherub Down    Bat.Pwr147→147
:Cure Ring      Defense204→204
:Hyper Wrist    Evade%   25→ 25
:Jewel Ring     Mag.Def160→160
:Czarina Ring   MBlock%  37→ 37
```

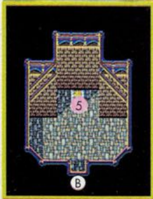
Equip Wall Rings all the way around to protect your party from the powerful magic spells that you'll be encountering inside the tower.

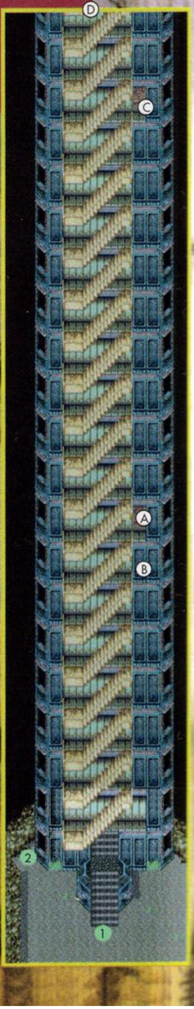
CHECKLIST

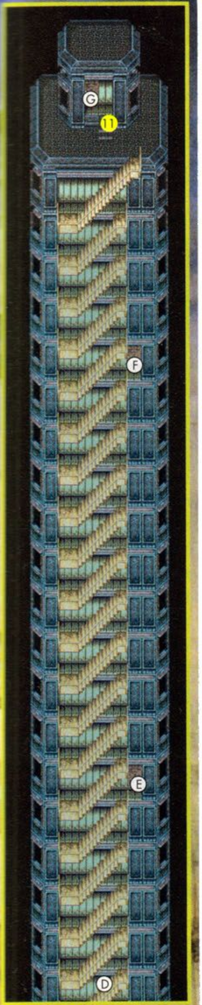
1. STRAGO
2. THREE THIEVES
3. SAFETY BIT
4. SECRET SWITCH
5. AIR ANCHOR
6. GENJI SHIELD
7. STUNNER
8. WHITE DRAGON
9. FORCE ARMOR
10. GEM BOX
11. MAGE MASTER

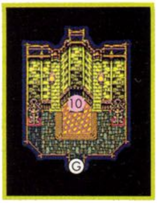


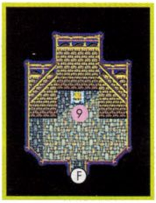






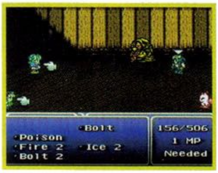




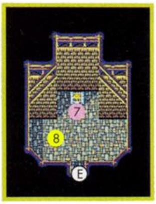


ATTACK YOURSELF

Many of the enemies in the tower reflect the spells that you cast, so the only safe way to use magic is to cast the spells on one of your own party members. If your people are equipped with Wall Rings, the spells you cast on them will be reflected and will strike the enemies instead. Spells that are deflected like this can penetrate enemies' magic barriers.


Bolt
Poison
Fire 2
Bolt 2
Ice 2
156/506
1 MP
Needed

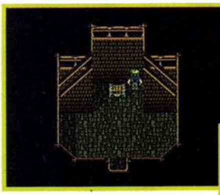
Magic
Item
LOCKE 4355
STRAGO 1691
TERRA 1903
RELM 2880

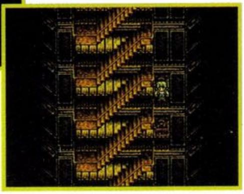


Magic
Item
LOCKE 4355
STRAGO 1691
TERRA 1903
RELM 2880

HIDDEN TREASURE

One of the thieves in Maranda alluded to a secret door in the tower. To find it, walk into the wall to the right of the Treasure Chest in the first Treasure Room. You'll hear a loud thud, then, when you leave the Treasure Room, you'll see a new door on the flight below. Go through the door to find the Air Anchor.





WHITE DRAGON

In the third Treasure Room, you'll find not only a Treasure Chest, but also the White Dragon. It will try to use magic on your party, but the spells will be reflected by your Wall Rings. Counter its attacks by casting strong spells on your own party. When you defeat the dragon, it will give up a Pearl Lance.

The White Dragon will attempt to use magic, but the effort will backfire because your Wall Rings will reflect the spells.

Magic
Item
LOCKE 4355
STRAGO 1691
TERRA 3805
RELM 2880

Cast your own powerful spells, such as Tritoch, on your own party. The Wall Rings will deflect them.

MAGE MASTER

The most frightening enemy you've met yet waits at the top of the tower. He'll emerge when you take the Gem Box from the Treasure Chest there. Equip the Gem Box and cast Life 3 on at least one member of your party as soon as the fight begins.

Magic
Item
LOCKE 4354
STRAGO 1689
TERRA 3805
RELM 2880

Use Life 3 immediately. When the Mage Master gets weak, he'll cast Ultima, which will wipe out your party—and the Mage Master.

Weak against ice
Magic
Item
LOCKE 3581
STRAGO 1476
TERRA 3805
RELM 2880

It's hard to know what spell to use because the Mage Master changes magic barriers constantly. Cast Berserk to make him stop changing.

Magic
Item
LOCKE 3212
STRAGO 1364
TERRA 3805
RELM 2880

EVENT 21

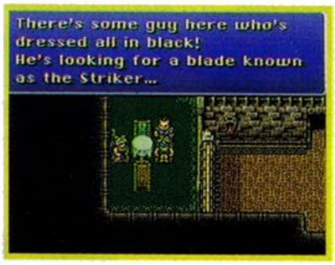
COLOSSEUM

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

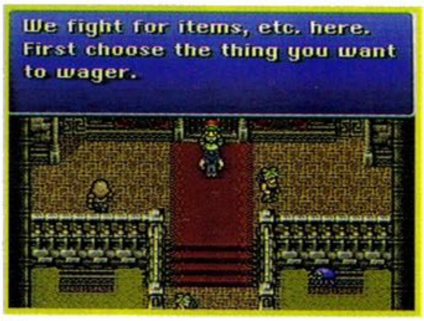
The man from the World of Balance who longed for war now operates a Colosseum, which draws fighters from near and far to test their skills against other warriors. Battles rage here night and day.

GET THE GOSSIP

An interesting group of characters hangs out at the Colosseum. Here you'll meet Ultros once again, but this time you don't have to fight him—he's the receptionist. You can learn some interesting news by talking to various people who are waiting to fight. One man in the Cafe tells you that a man in black is looking for a Striker. Another person tells you the ground rules for fighting.


There's some guy here who's
dressed all in black!
He's looking for a blade known
as the Striker...

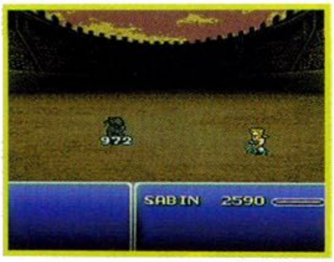
A man in black?


We fight for items, etc. here.
First choose the thing you want
to wager.

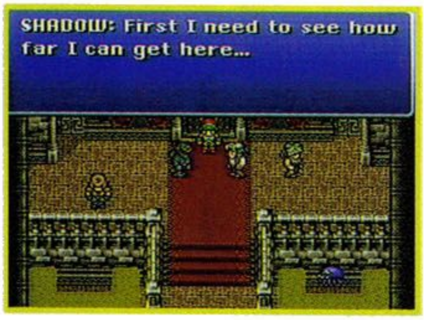
The more valuable the wager, the bigger the prize. What you decide to bet determines who you'll fight and what you'll get if you win.

BET THE STRIKER

The last time you saw Shadow was when you left him in Thamasa, wounded and in bed. You won't find him hanging around, but if you put the Striker on the line, he will be your opponent in the arena. He has, apparently, recovered nicely from his injuries. You've seen him in action, so you know how powerful he is. Go ahead and give it your best shot—don't worry about hurting him. When you defeat him, he'll join you. He and Interceptor are great additions to the team.



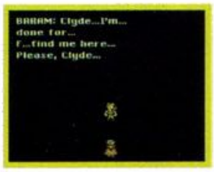
When the Striker is at stake, Shadow puts up a fearsome fight.

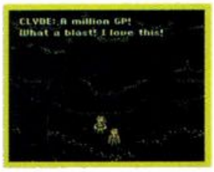

SHADOW: First I need to see how
far I can get here...

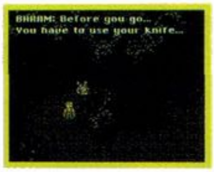
Even though Shadow fights for the Striker, when the battle is over, all is forgiven. He will readily rejoin the group when you ask.

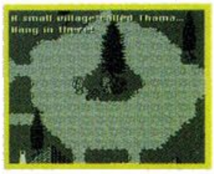
SHADOW'S DREAM

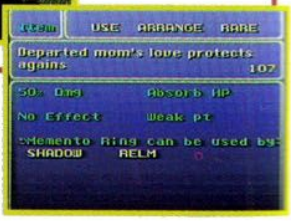
If you stay at an Inn with Shadow as part of your traveling party, chances are that he'll dream about his past. In one sequence, two thieves, Clyde and Baram, try to escape, but Baram is badly wounded. He begs Clyde to put him out of his misery as the dream fades. In another dream, Clyde talks to a girl in Thamasa. Other glimpses into the past hint that Shadow knew Relm before. Is it just a coincidence that only the two of them can use the Memento Ring—or control Interceptor?


BARAM: Clyde...I'm...
done for...
F...find me here...
Please, Clyde...

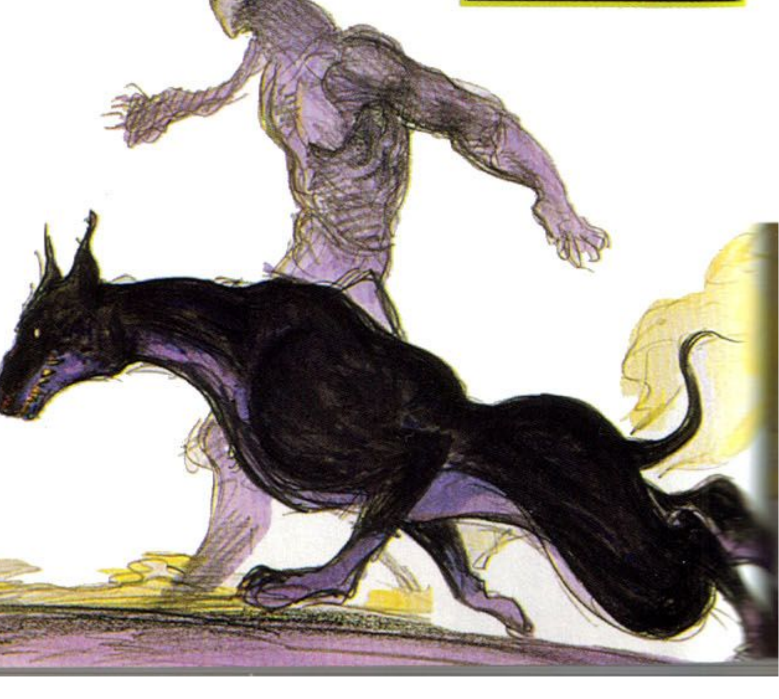

CLYDE: A million GP!
What a blast! I love this!


BARAM: Before you go...
You have to use your knife...


A small village called Thama...
Hang in there!



Departed mom's love protects
agains 107
50% Dmg Absorb HP
No Effect Weak pt
:Memento Ring can be used by:
SHADOW RELM



EVENT 22

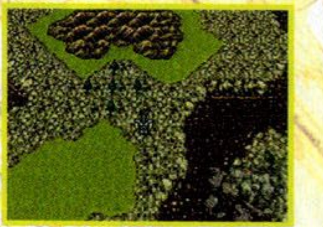
DUNCAN'S HOUSE

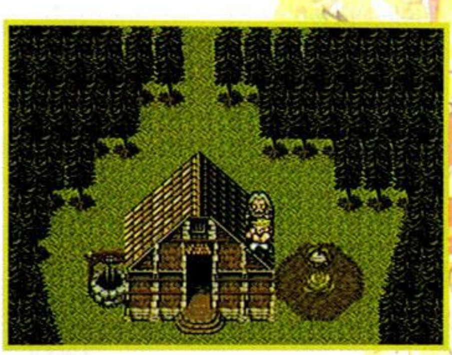
As his wife told you earlier, Duncan is meditating at a secret location north of Narshe. The wise, old teacher is a master of the martial arts who spends much of his time deep in thought.

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

VISIT THE MASTER

Put Sabin in your traveling party and head for the region north of Narshe. Look for a diamond-shaped formation of five trees. When you find the trees, set the Airship down and walk to the tree in the center of the diamond. As soon as you step onto the tree, the scene will change and you'll find yourself standing outside Duncan's House, and Duncan himself will come out to greet you.





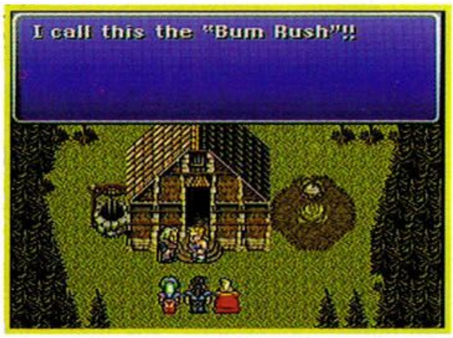
When you arrive at Duncan's House, he'll teach Sabin a complicated new move that will prove to be very useful against major enemies.

LEARN A NEW BLITZ TECHNIQUE

Duncan will take Sabin to the rooftop and teach him a new Blitz technique, one that delivers massive attacks. The complicated maneuver is called the Bum Rush. It's useful, but it's more difficult to use because you have to press a complex sequence of buttons in order to perform it. Save it for use against strong enemies, when a major attack is needed.

Fight
SwdTech
Magic
Item
CYAN 1504
STRAGO 1560
SABIN 2590

If you don't get the command right, Sabin is no help at all. Practice using Blitzes in skirmishes before you attempt them in an important battle.



I call this the "Bum Rush"!!

When the tutoring is done with, Sabin rejoins the team, a stronger fighter than he was before. Now it's time to find some enemies and start practicing the new techniques.

Bum Rush
Fight
SwdTech
Magic
Item
CYAN 1504
TERRA 2209
STRAGO 1560
SABIN 2590

Fight
SwdTech
Magic
Item
CYAN 1504
TERRA 2209
STRAGO 1560
SABIN 2590

EVENT 23

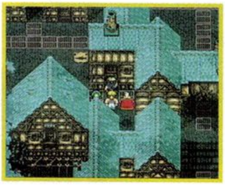
NARSHE

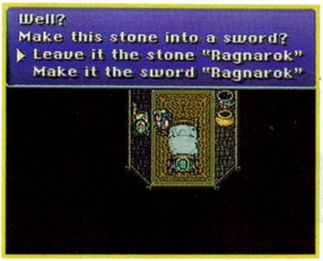
- Terra
- Locke
- Edgar
- Sabin
- Cyan
- Gau
- Shadow
- Celes
- Setzer
- Strago
- Relm
- Mog
- Gogo
- Umaro

After training with Duncan, return to the city of Narshe, nestled in the mountains. The city is locked up tight and the streets are empty, but there are still treasures to be found—if you take the right party members with you.

UNLOCK THE DOORS

If you enter Narshe without Locke in your party, you'll find the shops locked. If you take the treasure hunter with you, however, he'll pick the locks on the doors and open them. Go to the Weapon Shop, open the door and walk into the room behind the counter. When you talk to the shop owner there, he'll let you choose either a powerful sword or Ragnarok magic. Take the magic so you can learn the Ultima spell.

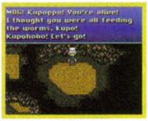




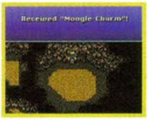
Well?
Make this stone into a sword?
▶ Leave it the stone "Ragnarok"
Make it the sword "Ragnarok"

MOG ENLISTS

While you're in Narshe, go back to the Moogle Cave and talk to Mog. He'll join your party and bring with him powerful Dances that will prove to be very useful in battle. Fight with him all over the map so that he can learn all of the dances of the various regions.

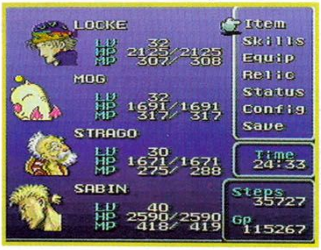


MOG: Kupoppo! You're alive!
I thought you were all feeding
the worms, kupo!
Kupohoho! Let's go!



Received "Moogle Charm"!

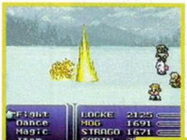
Go to the Moogle Cave and have Mog enlist. After he does, search the area to find Mog's Relic, the Moogle Charm.


LOCKE
LV 32
HP 2125/2125
MP 307/ 308
MOG
LV 32
HP 1691/1691
MP 317/ 317
STRAGO
LV 30
HP 1671/1671
MP 275/ 288
SABIN
LV 40
HP 2590/2590
MP 418/ 419
Item
Skills
Equip
Relic
Status
Config
Save
Time
24:33
Steps
35727
Gp
115267

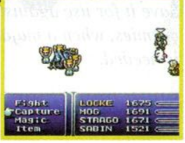
Mog is the only one who can equip the Moogle Charm, and he's the only one who can persuade Umaro to join your party. He can really cut a rug, too.

THE ICE DRAGON

If you're following the order of Events as we present them, the Ice Dragon will be the fourth of the fabled eight dragons. It uses powerful Ice attacks. You can make it melt away by using attacks of fire and flame. Sabin's Blitz is also effective in major battles like this one.


Fight
Dance
Magic
Item
LOCKE 2125
MOG 1691
STRAGO 1671
SABIN 25

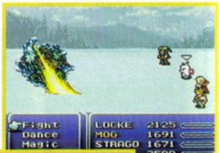
The Ice Dragon attacks with Ice spells. To melt the frosty serpent, use the most powerful fire magic spells that you've learned.

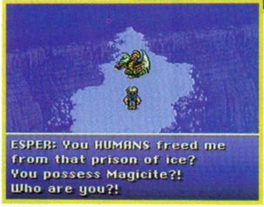

Fight
Capture
Magic
Item
LOCKE 1675
MOG 1691
STRAGO 1671
SABIN 1521

In addition to using magic, attack with the new blitz that Sabin learned from Duncan. It's complicated but powerful.

TRITOCH

When you first encounter Tritoch on the chilly cliffs near Narshe, he'll attack you with surprising force. Use the fiery spells of Ifrit or Maduin to counter, and keep refreshing your party with Cure spells. When you defeat Tritoch, he changes form, turning from enemy to Esper. He will then talk to you and grant you his magic spells, which include Fire 3, Ice 3 and Bolt 3. Start learning his powers right away—they'll be vital in the battles to come. After Tritoch disappears, an opening appears at the edge of the cliff. Check it out.


Fight
Dance
Magic
LOCKE 2125
MOG 1691
STRAGO 1671
2590



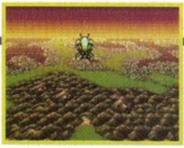
ESPER: You HUMANS freed me
from that prison of ice?
You possess Magicite?!
Who are you?!

When you defeat Tritoch, he'll give you his special magic spells. Learn to use them as quickly as possible.

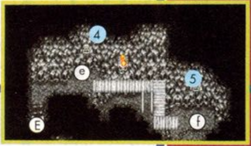
EVENT 24

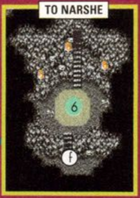
UMARO'S CAVE

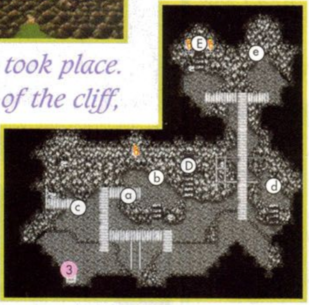
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

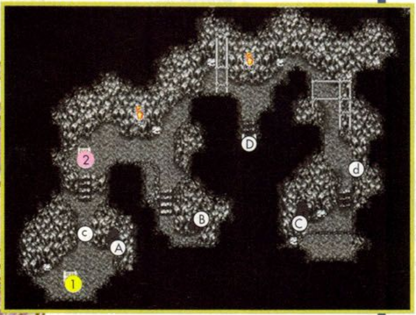


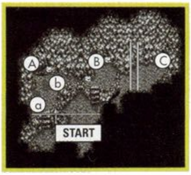
Put Mog in your party and return to the cliff where the battle with Tritoch took place. If you search the edge of the cliff, you'll find a mysterious new pit. Save your game at the Save Point, then jump in to explore it.




TO NARSHE
6
f





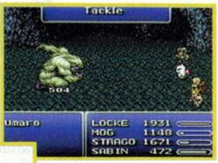

A
B
C
b
a
START

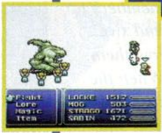
CHECKLIST

① PUG
② X-ETHER
③ GAUNTLET
④ SWITCH
⑤ SWITCH
⑥ TERRATO

*Lower case letters show where you'll fall into holes and where you'll land.

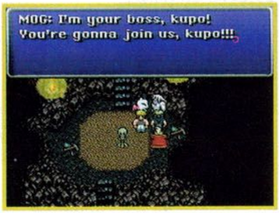
If you take the Magicite, Umaro, who resembles an abominable snowman, will appear on the stairs. He's the guardian of the Magic Stone, and he'll make you fight for it.


Tackle
504
Umaro
LOCKE 1931
MOG 1148
STRAGO 1671
SABIN 472


Fight
Lore
Magic
Item
LOCKE 1512
MOG 503
STRAGO 1671
SABIN 472

Umaro attacks by tackling. If Sabin is in your party, Blitz. Keep your members' HP high, because each tackle saps lots of energy. The Magic Stone, Terrato, is worth the fight.

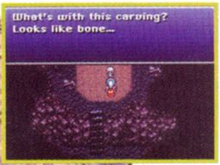
If Mog is in your party, he'll persuade Umaro to join you after the battle. If you don't have Mog, Umaro will remain in the cave. He's a very strong fighter and a valuable asset, so be sure to enlist him.



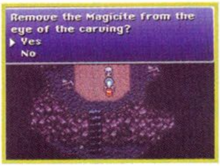
MOG: I'm your boss, kupo!
You're gonna join us, kupo!!!

TEACH UMARO A LESSON

After you pull the Wall Switch and fall into a pit, you'll come to a room with a sandy floor. In the sand is a skeleton statue holding Magicite. You can either take it or leave it.



What's with this carving?
Looks like bone...



Remove the Magicite from the eye of the carving?
▶ Yes
No

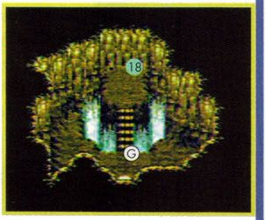
25 EVENT

TRIANGLE ISLAND

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

Board the Airship, staff a traveling party and head for Triangle Island, an aptly named dot in the remote northeast corner of the world. Although it looks like a barren place, you'll have one of your most unusual adventures here.

ZONE EATER CHOWS DOWN

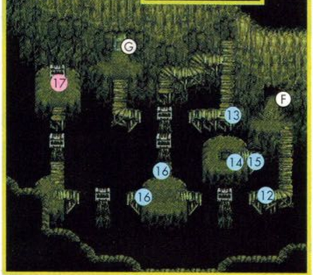


As you explore the island, sooner or later you'll meet Zone Eater in battle. Although your first instinct will be to destroy the beast, take it easy on him. One-by-one, he'll suck your party members up and swallow them. When the last one gets snarfed up, you'll find your group inside Zone Eater with grotesque caverns to explore. You can exit at any time by returning to the light beam in the room where you landed, but if your party is well-equipped and includes the members you want, set out to see what's here.

Fight
Throw
Magic
Item
SABIN 2590
SHADOW 852
UMARO 1712
MOG 1691

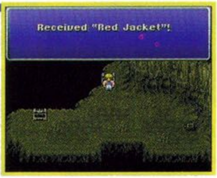
Mmmm...munch, munch!

Fight
Throw
Magic
Item
SABIN 2590
SHADOW 426
UMARO 1712
MOG 1691



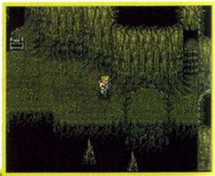
FALL FROM THE BRIDGE

Jump over to the bridge that's being guarded by a soldier. Let the soldier shove you off the bridge. When you land in the room below, open the Treasure Chest to find the Red Jacket, then return to the room with the bridges.

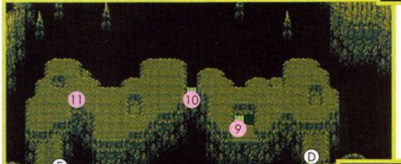


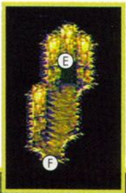
Received "Red Jacket"!

Let the guard push you off the bridge once. Take the Red Jacket from the chest in the room below.

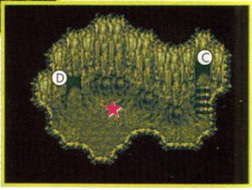


Step on the switch to make the raised floor drop so you can walk across to the door that leads back upstairs.

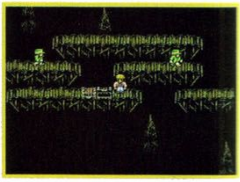




WAIT YOUR TURN

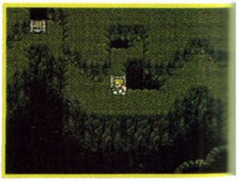


Once you have the Red Jacket, don't let the guards shove you off the bridges again. Wait until they walk away from where you want to land, then jump over to the Treasure Chests on the far bridge and the one on the left side of the room. After opening all of the chests, exit through the door on the left.



WATCH FOR FALLING ROCKS

Step inside the next room and stop near the door. Wait and watch. A huge boulder will crash down from above, and if you're standing in the wrong place, you'll be crushed. There are safe spots in front of the firs two Treasure Chests. Stand in front of the chests, take the items and wait for the boulder to drop. As soon as it starts to rise again, rush to the next chest. You'll have to discover where it's safe to stand between the second and third chests by watching to see where the hole in the boulder lands when it comes down. Hurry to that spot, wait for the

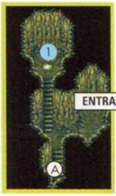


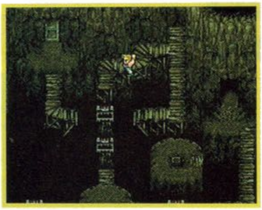
CHECKLIST

① EXIT
② FALL FROM HERE
③ GENJI ARMOR
④ MAGICAL BRUSH
⑤ FAKE MUSTACHE
⑥ ETHER
⑦ RED JACKET
⑧ FLOOR SWITCH
⑨ ZEPHYR CAPE
⑩ HERO RING
⑪ TACK STAR
⑫ JUMP
⑬ JUMP
⑭ FLOOR SWITCH
⑮ JUMP
⑯ JUMP
⑰ THUNDER SHIELD
⑱ GOGO

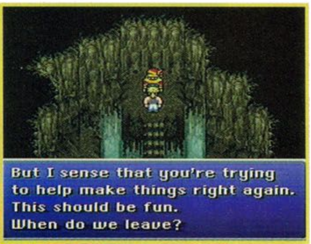
GO FOR GOGO

When you exit from the boulder room, you'll step into a room with several broken bridges. Press the A Button to jump from bridge to bridge. First, circle to the platform with the Floor Switch. Step on the switch to make bridge extensions appear. Empty all of the Treasure Chests, then go through the closed door on the north side of the room. Inside you'll meet the elusive character called Gogo. When you talk to him, he'll volunteer to help you save the world. It's a big boast, but he's a talented fighter who can imitate the most powerful attacks of other members of your party. Go to the status screen and customize his skills!

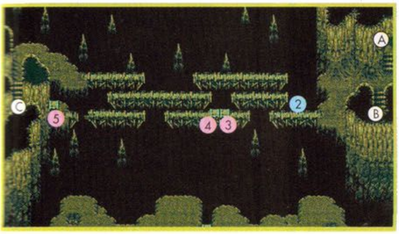


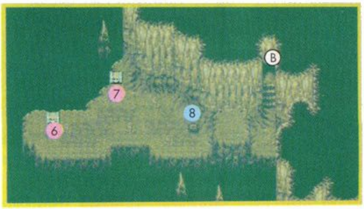


Walk up through the door to meet Gogo, the mime. He'll offer to join you in your mission when you talk to him. He can imitate the attacks of the others during battle.



But I sense that you're trying
to help make things right again.
This should be fun.
When do we leave?



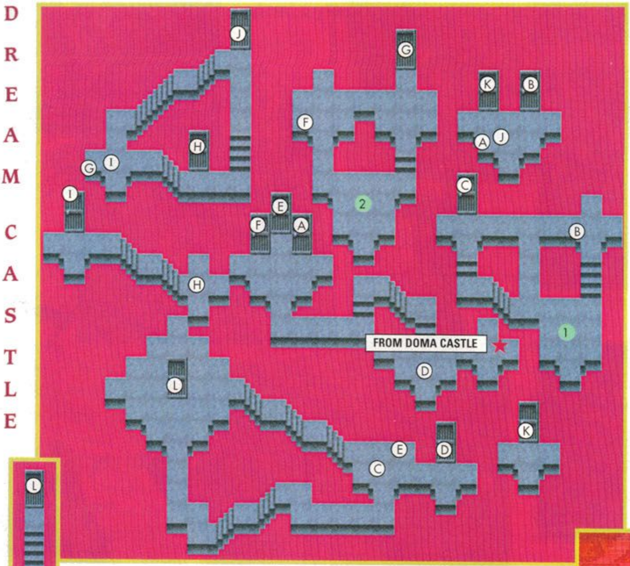


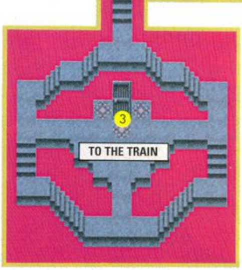
boulder to drop, then move on as soon as it lifts. Be quick cleaning out the third chest and reaching the doorway before the boulder drops again.

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

DOMA CASTLE A LONG HAUNTED NIGHT

Much has changed since Cyan left Doma Castle, where people lay dying as a result of Kefka's poison. Take him back there now to revisit the past—if only in his dreams. When he sleeps, those dreams become nightmares from which there is no escape.


DREAM CASTLE
J
G
K
B
F
A
J
H
G
I
I
C
E
2
F
A
B
H
FROM DOMA CASTLE
1
D
L
K
E
D
C


L
3
TO THE TRAIN

TORMENTED SLUMBER

We're the 3 Dream Stooges!

Before you climb to the second floor of the castle and sleep in the beds there, equip all of your party members for a long journey. When you nod off, you'll be drawn deep into Cyan's nightmare—and you can't escape until the entire dream plays itself out. The dream begins when three strange demons rouse you from your sleep.

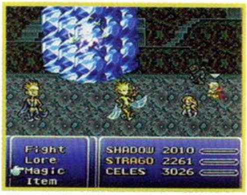
You'll begin the dream sequence with only one of your party members. You'll have to find and awaken the others as you go.

CHECKLIST

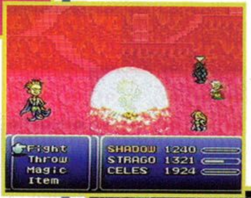
①② PARTY MEMBERS
③ THE THREE STOOGES
④ WALL SWITCH
⑤ GENJI GLOVE
⑥ MOVING CHEST
⑦ FLAME SHIELD
⑧ WALL SWITCH
⑨ OPEN BOOK
⑩ LUMP OF METAL
⑪ ⑫ ⑬ WALL SWITCHES
⑭ ICE SHIELD
⑮ WALL SWITCH

LARRY, CURLY AND MOE

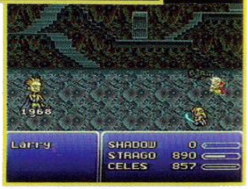
After you find everyone but Cyan, you'll fight the three demons, Larry, Curly and Moe. Curly can cast Life 3, so defeat him first. Otherwise, he'll keep reviving the others when you defeat them. Magic spells are effective for Moe and Curly but use weapons on Larry.


Fight
Lore
Magic
Item
SHADOW 2010
STRAGO 2261
CELES 3026

Blast Curly with Ice 3. Defeat him first so he won't revive the others.


Fight
Throw
Magic
Item
SHADOW 1240
STRAGO 1321
CELES 1924

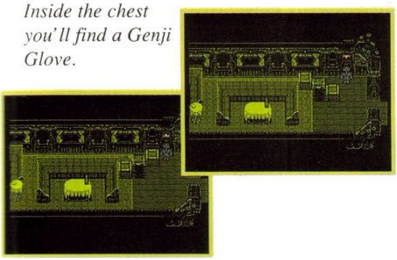
Next, concentrate your attack on Moe. He, too, is vulnerable to magic spells, so try hitting him a couple of times with Fire 3.


1968
Larry
SHADOW 0
STRAGO 890
CELES 857

Finally, only Larry remains. Use weapons to put an end to the strange Stooges.

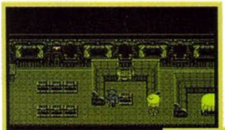
TRIP THE SWITCH TWICE

Cyan's dream takes you from the castle back to the Phantom Train. In the first car, flip the Wall Switch twice to move the crate on the right down two spaces. After moving it, open the Treasure Chest by standing beside it. Inside the chest you'll find a Genji Glove.



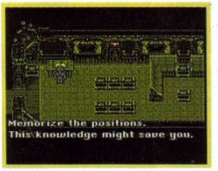
STOP THE CHEST

On the train, you'll come to a Treasure Chest that jumps in front of you when you try to walk past it to a second chest behind it. No matter which side you try, it won't let you pass. To make it stop, take the Lump of Metal from another Treasure Chest (#10 on the map) and throw it into the chest to make it stop moving. Once you ground the jumping chest, you can open the Treasure Chest behind it to get the Flame Shield.



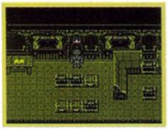
OPEN AND CLOSE THE CHESTS

Read the book, then flip the Wall Switch to close three of the chests. Remember which ones you closed.

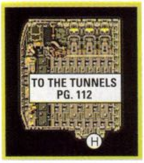


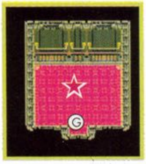
Memorize the positions.
This knowledge might save you.

First, read the message in the book that's lying open on the table to find out about closing the chests.

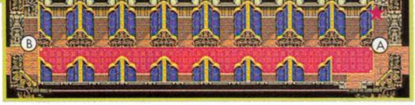


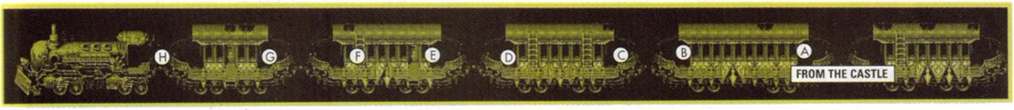
Flip the switch on the wall to close three of the chests and remember which of them you closed.

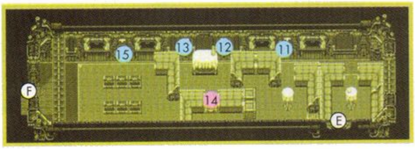


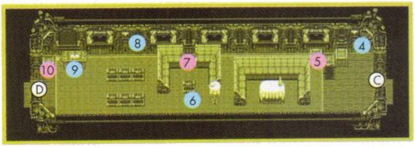


THE TRAIN



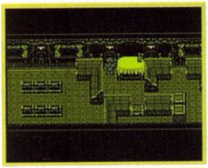


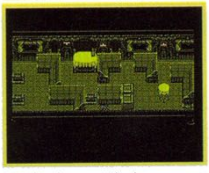




THE SECRET OF SWITCHING

In the next section, there are three switches on the wall. You must flip them in the right order to make the furnishings move so you can walk through the car. Press #11, #13, #11 again, #12, #11 a third time, then #13. When you're finished with the sequence, you should be able to walk to the left along the lower wall.

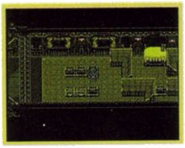


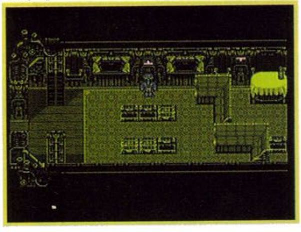


The furniture will be in your way when you first enter the car. You must trip the switches in the order listed above so that the pieces move around and clear a path.

REMEMBER HOW TO CLOSE THE CHESTS

In the west end of the car are six chests arranged the same way as they were in the last car. Close the same chests that you did before, then flip the switch on the wall to make an opening appear in the wall on the left.

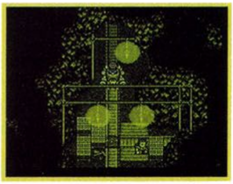




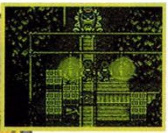
Think back to which chests you closed in the last car. Close the same ones in this car.

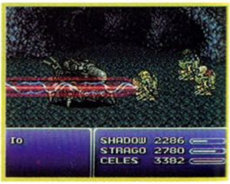
EVENT 26

DREAM ON



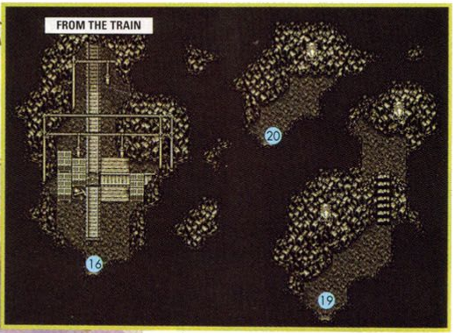
After you stop the Phantom Train, you'll pursue Cyan into some dark tunnels. He's wearing Magitek Armor, and you can do the same in the dream. As soon as you enter the tunnels in pursuit of Cyan, he'll be chased off by soldiers. Practice using Magitek skills so that you'll be strong when you meet up with Io, a heavily-armored Magitek behemoth. To destroy Io, attack with Thunder Beam. Use heal spells to stay healthy.





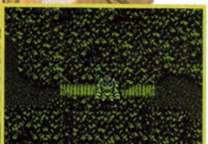
Magitek beams are powerful. Try Thunder Beam when you battle Io.

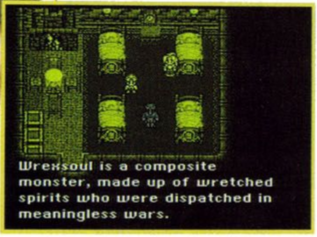
THE TUNNELS



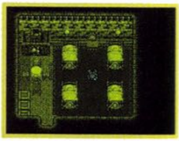
DROP INTO THE CASTLE

When you step onto the bridge, it will collapse and you'll fall back into the bedroom in Doma Castle where your dream began. You'll meet Cyan's wife and son there, and they'll ask you to save Cyan by defeating a monster called Wrexsoul. It's quite a request.





Wrexsoul is a composite monster, made up of wretched spirits who were dispatched in meaningless wars.



After the bridge collapses and your party falls into the darkness, you'll regain consciousness in the castle room where the dream began. There, Cyan's wife has a big favor to ask.

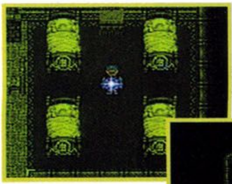
CHECKLIST

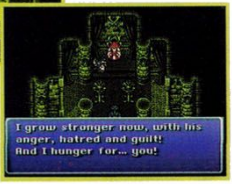
CONTINUED FROM PG. 110

- ⑯ ONE-WAY TO ⑰
- ⑰ CONNECTS TO ⑳
- ⑱ ONE-WAY TO ⑲
- ⑲ CONNECTS TO ㉑
- ㉒ COLLAPSING BRIDGE

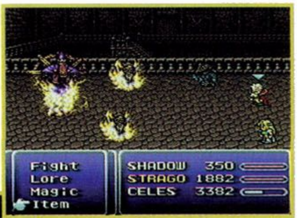
WREXSOUL

After Cyan's wife asks you to fight Wrexsoul in order to save Cyan, a Save Point will appear in the bedroom. Refresh your party by using a Tent, then save your game before setting out to find Wrexsoul on the dais in the throne room. Wrexsoul is flanked by two flaming figures that are invincible to any attack except X-Zone. If you don't have X-Zone, ignore the Soulsavers and concentrate on Wrexsoul himself. When he takes over the body of one of your party members, you'll have to attack and destroy that member to damage Wrexsoul. When he leaves the body, revive it with Fenix Down or a Life spell. Attack Wrexsoul with Ice Spells to put his fire out. It's a tough battle, but if you keep your energy up, you'll outlast him.

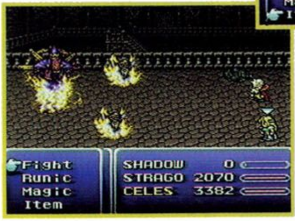




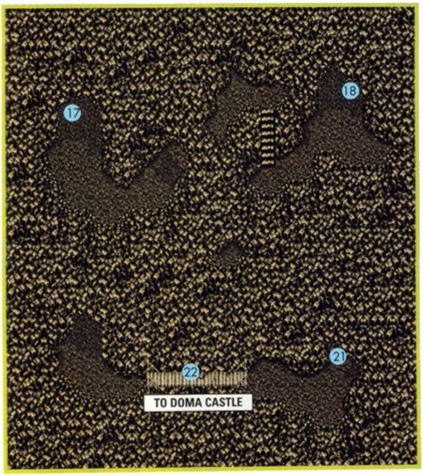
I grow stronger now, with his anger, hatred and guilt! And I hunger for... you!

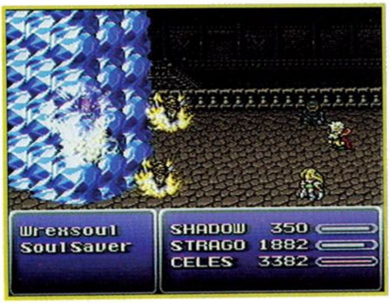


Save your game in the bedroom, then go to the throne room and approach the figure by the throne to enter the battle mode. Don't waste your time on the Soulsavers.



Wrexsoul will take over the body of one of your members. You must destroy that person to make Wrexsoul show himself again. When he departs, revive your teammate and attack Wrexsoul with Ice spells.





CYAN BIDS FAREWELL

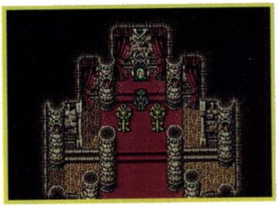
After you defeat Wrexsoul and return to Doma Castle, Cyan's wife and son will talk to him. They tell him that he must go on and fight against the Empire. They say that they'll be with him always in spirit, and they encourage him to live without guilt. Cyan's wife teaches him how to use Cleave, a powerful Sword Technique that dices enemies to bits. When they've gone, you'll have to convince Cyan to use his new skill to help defeat the mad man who poisoned his family.

My beloved...
We'll always be together...

CYAN's swordsmanship attained its peak level of skill.

RETURN TO THE THRONE ROOM

Don't leave Doma Castle without returning to the Throne Room. On the throne sits a Magic Stone that will give your party the Alexandr Esper. Once you learn to use its spells, you'll be able to cast Pearl, Shell, Safe, Dispel and Remedy.



EVENT 27

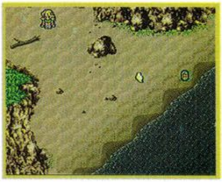
RETURN TO THE SOLITARY ISLAND

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

If you haven't returned to the Solitary Island since you sailed away from it on Cid's raft, now is the time to make the trip back. Board the Airship and set out to find the little island in the southwest corner of the World of Ruin.

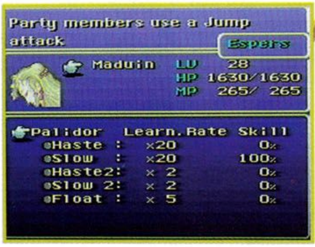
SEARCH FOR THE MAGIC STONE

Land the Airship anywhere on the Solitary Island, then return to Cid's house. Walk down from the house to the beach where you originally washed up after the holocaust. If you didn't return earlier, you'll find Magicite lying in the sand. This Magicite holds Palidor Magic, which imparts abilities that will make it easier for you to survive the coming stages of the game.



PALIDOR'S POWER

When you equip Palidor, you can learn a variety of useful defensive spells, including Slow, Slow 2, Haste, Haste 2 and Float.

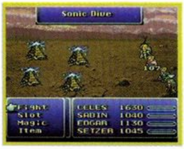


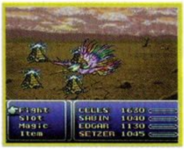
```
Party members use a Jump
attack                          Espers
          Maduin   LV      28
                   HP 1630/1630
                   MP  265/ 265

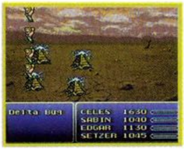
Palidor    Learn.Rate  Skill
  Haste  :    ×20         0%
  Slow   :    ×20       100%
  Haste2:     × 2         0%
  Slow 2:     × 2         0%
  Float  :    × 5         0%
```

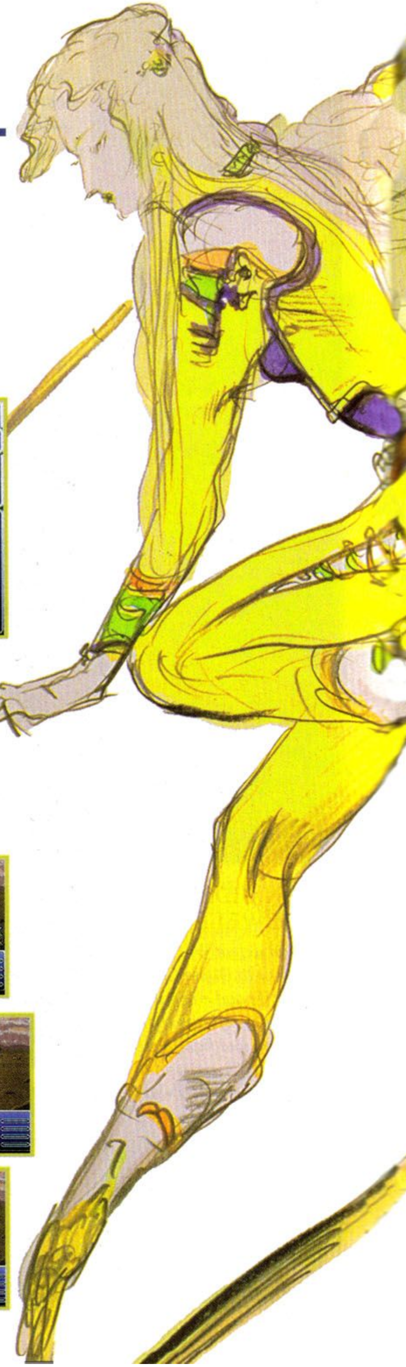
SONIC DIVE

Once you've learned the power of Palidor, you'll be able to use the Sonic Dive in battle. When you select the spell, a giant bird will swoop down, pick up all of your team members and fly off with them. Each of the members can then leap from the bird and make Jump attacks on the enemy. The attacks are very effective, and another plus is that party members won't suffer any damage while they're off the screen. It's a dramatic spell.


Sonic Dive
1072
Fight
Slot
Magic
Item
CELES 1630
SABIN 1040
EDGAR 1130
SETZER 1045

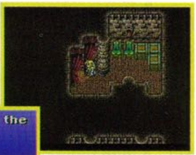

Fight
Slot
Magic
Item
CELES 1630
SABIN 1040
EDGAR 1130
SETZER 1045

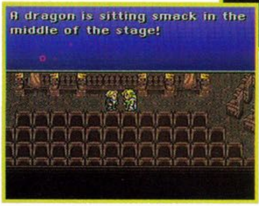

Delta Bug
CELES 1630
SABIN 1040
EDGAR 1130
SETZER 1045



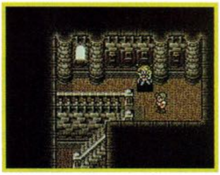
MORE TROUBLE AT THE OPERA

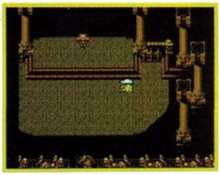
When you've learned all the spells of Palidor, return to the Opera House to see what's playing. Enter and talk to the usher near the entrance. He'll tell you to talk to the Impresario, who is still in the second floor balcony, where you left him before. He'll tell you that there is a dragon on stage disrupting the performance. You can't enter from the wings, as Celes did when she stood in for Maria; instead, go to the small room in the upper right corner of the second floor where you went to flip a switch when you were here before. If you flip the second switch from the right, the floor will give way and you'll fall to the stage where your battle with the Dirt Dragon will take place. After you recover from your fall, walk over to confront the dragon.

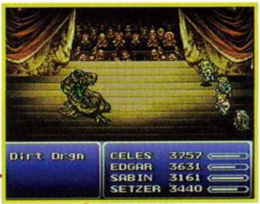




A dragon is sitting smack in the middle of the stage!

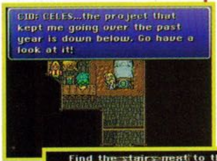




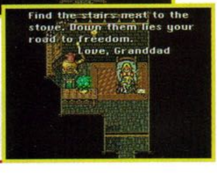

Dirt Drgn
CELES 3757
EDGAR 3631
SABIN 3161
SETZER 3440

CID'S HEALTH

If Cid kicked the bucket when you first arrived on the Solitary Island, it's probably because you either didn't feed him enough or you didn't feed him the right kind of fish. Delicious, or Yummy, Fish heals him quickly. Bad Fish, however, makes his condition become worse. If you give him enough Yummy Fish to heal him completely, he'll give you a send off, and he'll be there when you return later.



CID: CELES...the project that kept me going over the past year is down below. Go have a look at it!

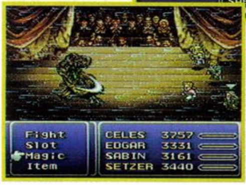


Find the stairs next to the stove. Down them lies your road to freedom.
Love, Granddad

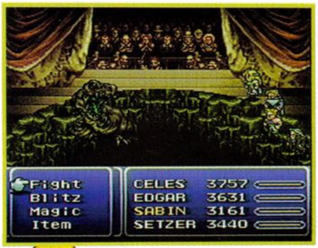
DUEL WITH THE DIRT DRAGON

The Dirt Dragon frequently uses devastating Quake spells, so you should either equip all members with Cherub Down or cast Palidor's Float spell to protect them. All of Sabin's Blitzes are effective on the dragon, so put him on your traveling team before returning to the Opera House.

Dirt Drgn
CELES
EDGAR
SABIN
SETZER


Fight
Slot
Magic
Item
CELES 3757
EDGAR 3331
SABIN 3161
SETZER 3440

If your party members aren't equipped with Cherub Down, be sure to cast Float as soon as the battle begins. Have Sabin Blitz instead of using spells.

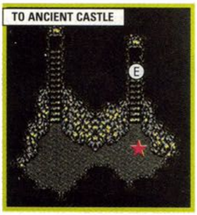

Fight
Blitz
Magic
Item
CELES 3757
EDGAR 3631
SABIN 3161
SETZER 3440

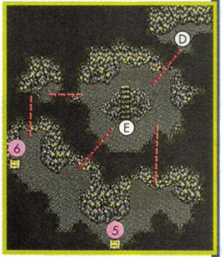
EVENT 28

THE ANCIENT CASTLE

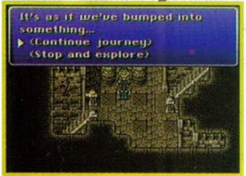
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

Now it's time to search for the Ancient Castle, where you'll learn about an age-old battle. You won't see it on the overworld map, though; it's hidden in an underground cavern that you'll find only by using Figaro Castle.



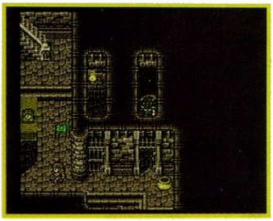


TRAVEL BY CASTLE



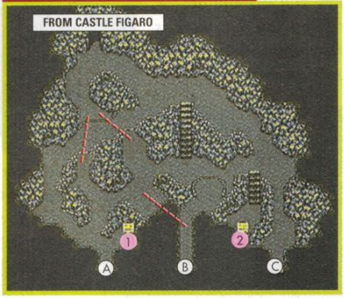
It's as if we've bumped into something...
▶ (Continue journey)
(Stop and explore)

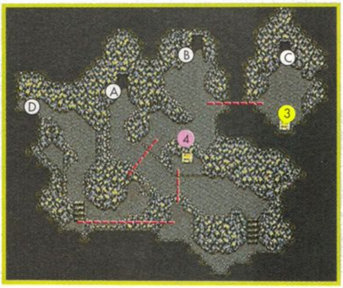
Return to Figaro Castle on the northwestern continent and go down the stairs on the left just inside the main entrance. The man on the first landing will offer to transport you to Kohlingen when you talk to him. On the way there, the castle will strike an unusual mass of stone. Go to the jail, which is down the stairs to the right of the main entrance, and walk through the cell on the far right to see what the castle has struck.

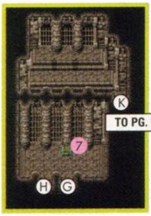


CHECKLIST

① WING EDGE
② ETHER
③ MASTER PUG/ GRAEDUS
④ DOOM DARTS
⑤ MAGICITE
⑥ X-POTION
⑦ OFFERING
⑧ PUNISHER







MEET MASTER PUG

As you investigate the caverns that you enter after walking through the jail cell, you'll find several Treasure Chests. When you open one of them, you'll free Master Pug, a cranky dwarf-like creature who casts powerful spells. He's not only adept at using magic, he's also skilled at avoiding attack spells. His weak point constantly changes, so it's hard to tell what spells will be effective on him. Instead of using magic, use the strongest weapons at your disposal. When Pug casts Step Mine, your party members will take massive hits. Refill each member's HP as soon as you can after he uses the spell, because he'll use it again, and it will wipe out any member whose HP is low. Keep your party healthy as you continue to attack. When you finally defeat Master Pug, you'll receive the Graedus, a powerful blade that will be useful in the battles you'll have in the Ancient Castle.

Fight
Throw
Magic
Item

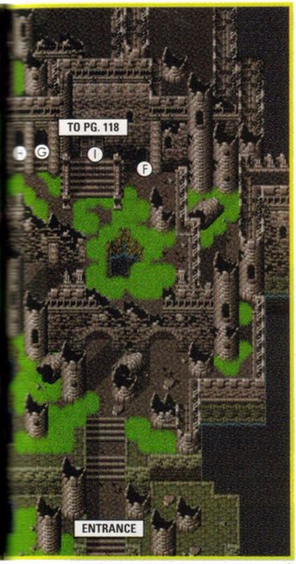
CYAN 3443
STRAGO 3142
SHADOW 2656
CELES 3756

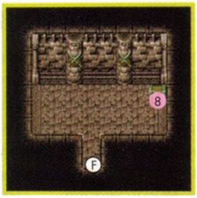
Refill your party's HP as soon as you can after Master Pug casts Step Mine.

Fight
Throw
Magic
Item

CYAN 2571
STRAGO 3140
SHADOW 2653
CELES 3754

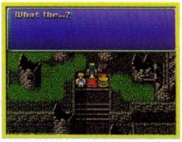
Use your strongest weapons on Master Pug. When you defeat him, you'll get a powerful blade, the Graedus.



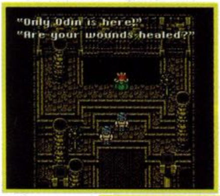


AN ANCIENT TALE

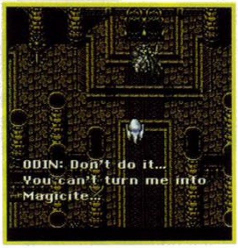
When you approach the Ancient Castle, you'll see a dream-like sequence that tells of a battle that occurred 1,000 years earlier. The fight, which took place in the castle's great hall, pitted Odin against a powerful sorcerer. In the end, the sorcerer petrified Odin and left his stone image in the hall, where it still sits. You'll find it inside the castle.


What the..?

The dream sequence begins when you reach the steps of the Ancient Castle.


"Only Odin is here!"
"Are your wounds healed?"

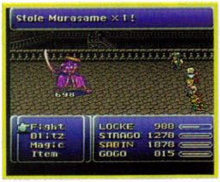
The dreamy sequence shows Odin's battle with the sorcerer. In the end, the sorcerer petrified the great god.


ODIN: Don't do it...
You can't turn me into Magicite...

Even after 1,000 years, the petrified image of Odin still sits in the great hall where the ancient battle took place.

STEAL FROM THE KATANA SOUL

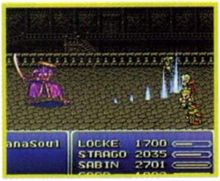
Enter the Ancient Castle and find the great hall. As you explore, you'll find several Treasure Chests. Inside a chest in the hall is the Katana Soul, who holds a couple of valuable treasures. If you have Locke with your party, use his Capture skill to steal the Tempest, the Strato or the Murasame. All are very powerful blades. Have other party members either cast poison spells or attack with weapons. Sabin's Bum Rush Blitz is also effective. When you defeat the Katana Soul, you'll receive the Offering, a precious relic that doubles the attack power of the party member who equips it.


Stole Murasame x1!

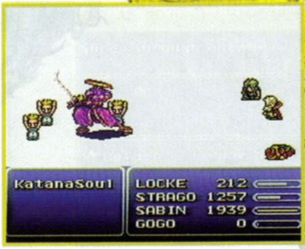
698

LOCKE 988
STRAGO 1278
SABIN 1878
GOGO 815

If you have Locke with your party, he can take the Murasame from the Katana Soul by using Capture.


anaSoul
LOCKE 1700
STRAGO 2035
SABIN 2701

The Katana Soul's Shock Wave will indeed be a shock to your group. Replenish HP after it passes.


KatanaSoul
LOCKE 212
STRAGO 1257
SABIN 1939
GOGO 0

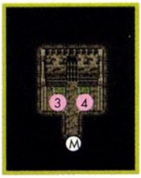
Keep your party's energy up and have Sabin give the Katana Soul the Bum Rush. When you defeat the soul, you'll get the Offering Relic.

CHECKLIST

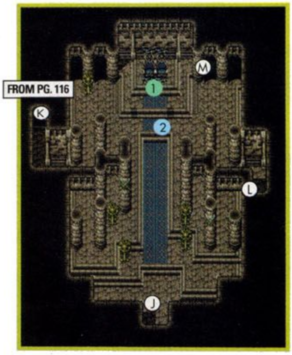
1. ODIN
2. INVISIBLE SWITCH
3. BLIZZARD ORB
4. GOLD HAIRPIN
5. QUEEN'S DIARY
6. STAIRS
7. QUEEN'S STATUE
8. BLUE DRAGON
9. X-ETHER

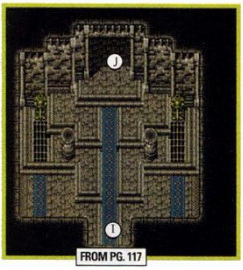
TOUCH THE STATUE

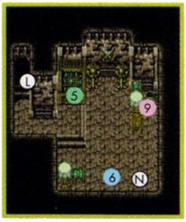
When you walk up to the petrified statue of Odin, it will crumble, and Odin's ghostly image will appear to tell you his own version of the tale. He'll tell you of his magic powers, then he'll suddenly turn into a shard of Magicite. When you learn to use Odin's magic, you'll be able to cast the powerful Meteorite spell.



Step up to the statue of Odin and watch it crumble. After telling of magic powers, the image of Odin will become a Magic Stone.

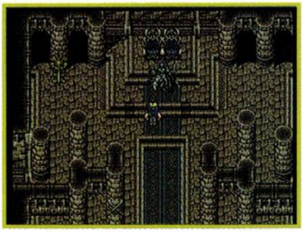


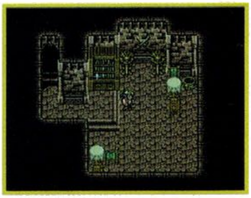




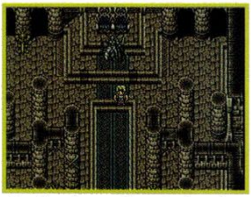
A HIDDEN SWITCH

If you step on an invisible switch five steps down from the Queen's throne and press the A Button, it will cause a flight of stairs to appear in the room to the right of the great hall. Go down the stairs to reach the basement.

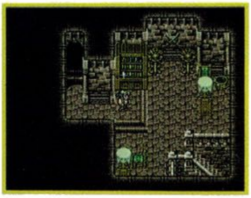




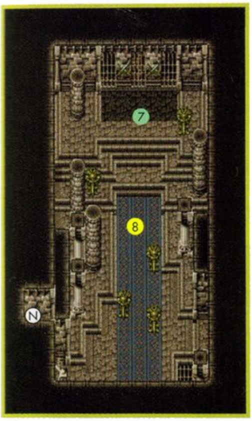
Go to the room to the right of the great hall. Search the bookcase.



Stand on the step 5 paces down from the Queen's throne. Press A.



Take the stairs down to the basement, where you'll find the Blue Dragon.



THE BLUE DRAGON

In the basement are both the Blue Dragon and the statue of a queen. First, fight the dragon. It's a slow moving beast, but it strikes all party members at once. Use your most powerful Thunder spells and attack with weapons, too.

Fight
Lore
Magic
Item
LOCKE 4353
STRAGO 3141
GOGO 2204
SABIN 3085

Fight
Lore
Magic
Item
LOCKE 4044
STRAGO 3026
GOGO 2141
SABIN 2854

Fight
Lore
Magic
Item
LOCKE 3428
STRAGO 2800
GOGO 1967
SABIN 2174

The Blue Dragon doesn't regenerate very quickly, but its attacks strike all members at once.

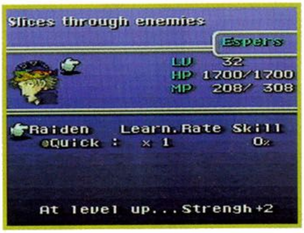
CHANGE ODIN TO RAIDEN

From reading the Queen's Diary, you know that she loved Odin. She had planned to bare her soul to him when the fighting ended, but when it did, it was too late. When you talk to the Queen's statue, where her soul still dwells, she will cry as she tells about what happened to Odin. Her mournful tears will change Odin's magic to Raiden's magic, which is more powerful. Equip the Raiden Esper and learn to use its amazing magic.

A tear comes...
From the stone...?

Tears from a statue? The Queen's soul still lives within it, and she still mourns Odin.

and becomes the Magicite
"Raiden!"



Slices through enemies

LV 32
HP 1700/1700
MP 208/ 308

Raiden Learn.Rate Skill
ɵQuick : × 1 0%

At level up...Strengh+2

Her tears turn Odin into Raiden. It is a very strong Esper, so be sure to raise its level to 100% right away.

29 EVENT

Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

DOOM GAZE

You've heard stories from villagers about Doom Gaze, the menace of the skies; you'll learn about it firsthand as you fly around on the Airship. The Gaze's random attacks make flying treacherous, but it doesn't have to be fatal.

TERROR IN THE SKY

Doom Gaze's attacks will bring your flights to an abrupt halt. Its attacks are brutal, but just when you get in some good licks, the Gaze escapes to attack and fight again another day. Don't think that your fighting was futile, though. Even though it disappears, the damage you inflicted remains. Sooner or later, if you attack effectively, you'll overcome the legendary terror through cumulative damage and make the skies safe again.

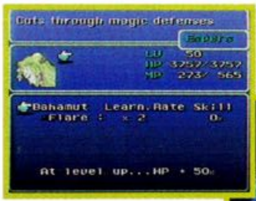
Fight
Runic
Magic
Item
CELES 3757
CYAN 3442
EDGAR 2541
SABIN 394

Escape
Fight
Runic
Magic
Item
CELES 3757
CYAN 3441
EDGAR 1434
SABIN 2655

MEET YOUR DOOM

Doom Gaze has a deadly collection of spells that it uses during battle. Its attacks include Ice 3, Doom, Level 5 Doom and Aero. You can counter with spells such as Pearl and Fire 3, as well as physical attacks like Sabin's Bum Rush. Defeating it takes time, but the effort pays off in a big way. When you finally beat it, you'll find Bahamut, the King of the Dragons, and you'll be able to use him and his powerful spells, such as Sun Flare, in battle. Bahamut is a formidable ally and master mage.

CELES 3757
CYAN 3442
EDGAR 2541
SABIN 2785
Fight
Tools
Magic
Item
CELES 3757
CYAN 3440
EDGAR 457
SABIN 394



Cuts through magic defenses

Bahamut Learn.Rate Skill
Flare : × 2 0%

At level up...HP + 50%

LV 50
HP 3757/3757
MP 273/ 565

Fight
Blitz
Magic
Item
CELES 3757
CYAN 3443
EDGAR 3631
SABIN 2628

RETURN TO THAMASA

After defeating Doom Gaze take Strago and Relm back to Thamasa. They'll be glad to see their old village, and Strago will meet an old friend who is recovering from wounds he suffered at the claws of Hidon, Strago's long-time nemesis. Feeling guilty that his friend tried to take on Hidon alone, Strago decides to go to nearby Ebot's Rock, where Hidon lives, and take on the monster himself. Although he tells Relm that she can't go, she shadows him anyway.

RELM: Yea!! We're back!

GUNGHO: It wa

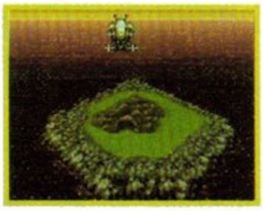
beast you and I used to hunt.
I almost had it...

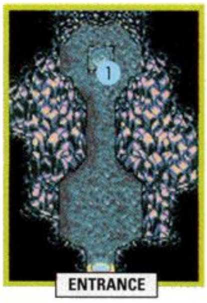
30 EVENT

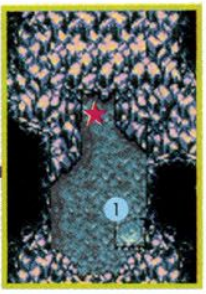
THE CAVE AT EBOT'S ROCK

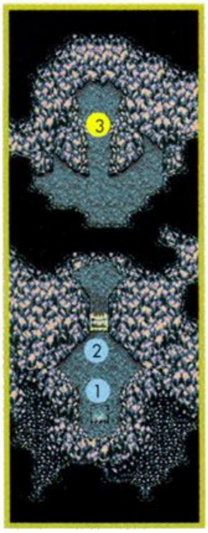
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

According to a villager in Thamasa, Ebot's Rock lay hidden for many years before the destruction. Now, it is visible from Thamasa and is a short distance to the north. Strago must use the Airship to reach the rock.









CHECKLIST

① WARP POINTS
② HUNGRY CHEST
③ HIDON

MASTER THE GRAND TRAIN

Hidon rules the inner cave, and you'll meet him right away. He is surrounded by Hidonites, which you'll also have to defeat, and he attacks with a strong spell called the Grand Train. Strago is a quick study; he'll learn to use the same spell by observing Hidon.

```
STRAGO 3142
TERRA  3804
CELES  3751
RELM   2879
```

Fight
Sketch
Magic
Item

```
STRAGO 3142
TERRA  3756
CELES  3750
RELM   2702
```

INTO THE CAVE

When you enter Ebot's Cave, take Strago and Relm. You won't be allowed to pass to the inner cave without them. Inside the cave, it's dark, and you'll be able to see only the small area immediately around your character. Your party will get around by using teleporter plates in the floor. Walk around carefully and search for plates that will take you farther into the cave.

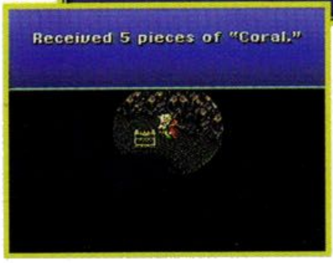
The square plates on the floor will teleport you to other parts of the cave.

I'm not happy unless I have plenty to eat!

COLLECT CORAL

By teleporting around in the cave, you'll eventually come to a talking Treasure Chest that tells you that it's hungry. The only thing it eats is Coral, so you'll have to collect enough pieces to satisfy the chest before it will let you pass. Teleport between the other chests in the cave and collect pieces of coral. It takes many pieces to satisfy the hungry chest. Once sated, the chest will slide back and allow you into the inner cave.

I like to eat "Coral"! Have any?



Received 5 pieces of "Coral."

31 EVENT

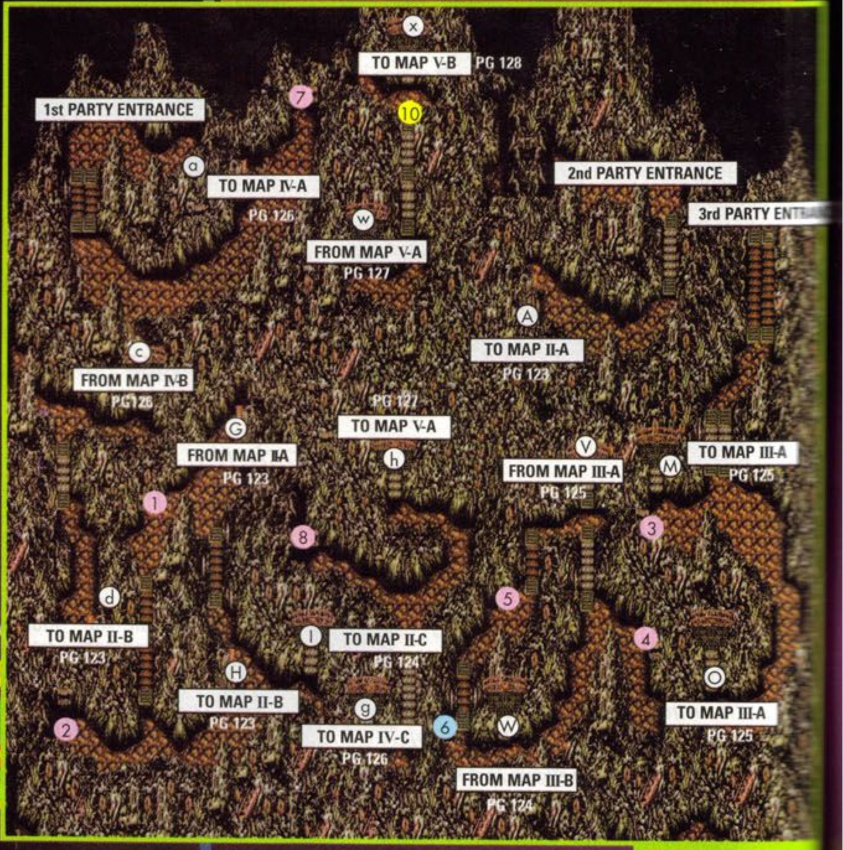
Terra
Locke
Edgar
Sabin
Cyan
Gau
Shadow
Celes
Setzer
Strago
Relm
Mog
Gogo
Umaro

THE FINAL CHALLENGE KEFKA'S TOWER

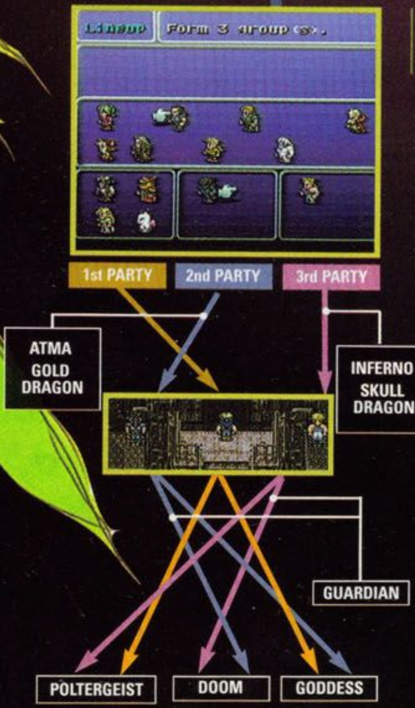
CHECKLIST

① FORCE SHIELD
② FORCE ARMOR
③ RED CAP
④ MEGALIXIR
⑤ RAINBOW BRUSH
⑥ FLOOR SWITCH
⑦ CORONET
⑧ TACK STAR
⑨ POLTERGEIST

When you enter Kefka's Tower, you're in for the biggest challenge in the game. You'll find that Kefka keeps his most demented and madly mutated companions close at hand.


ⓧ
TO MAP V-B PG 128
1st PARTY ENTRANCE
⑦
⑩
ⓐ
TO MAP IV-A PG 126
2nd PARTY ENTRANCE
3rd PARTY ENT
ⓦ
FROM MAP V-A PG 127
Ⓐ
TO MAP II-A PG 123
ⓒ
FROM MAP IV-B PG126
PG 127 TO MAP V-A
Ⓖ
FROM MAP IIA PG 123
ⓗ
Ⓥ
FROM MAP III-A PG 125
Ⓜ
TO MAP III-A PG 125
①
⑧
③
ⓓ
⑤
TO MAP II-B PG 123
ⓘ
TO MAP II-C PG 124
④
Ⓗ
Ⓞ
TO MAP II-B PG 123
ⓖ
TO MAP IV-C PG 126
⑥
Ⓦ
TO MAP III-A PG 125
②
FROM MAP III-B PG 124

MAP-A

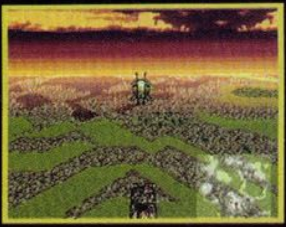

Lineup
Form 3 group(s).
1st PARTY
2nd PARTY
3rd PARTY
ATMA
GOLD DRAGON
INFERNO
SKULL DRAGON
GUARDIAN
POLTERGEIST
DOOM
GODDESS

START WITH GROUP TWO

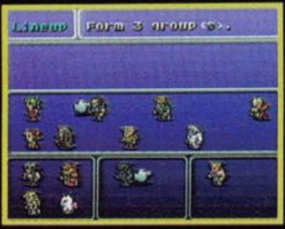
Although your first instinct may be to set out with Party One first, start with Party Two instead and follow with Party Three before returning to the first group. Party Two, the one in the center, will have to step on a floor switch that will clear a path for Party One. Magic isn't always the most effective attack, so when you select members for each group, be sure to include at least one character who is a strong physical fighter in each party.

ON TO THE TOWER

Before you enter Kefka's Tower for the final stages of the game, it's wise to stock up on supplies and to make sure that all of your party members are up to 100% on several Espers. When you're ready to enter, land the ship directly on the tower.



You can't walk into Kefka's Tower. To enter, you must put the Airship's shadow directly on the building and press the B button.



Before jumping from the ship into the tower, you must assign party members to three teams. You'll leave two characters behind.

CHECKLIST

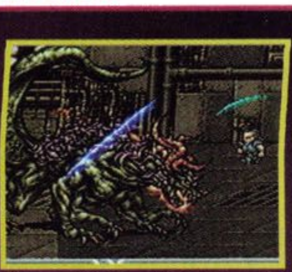
II-A
① TACK STAR
② ATMA
③ MINERVA

II-B
③ RIBBON
④ SWITCH

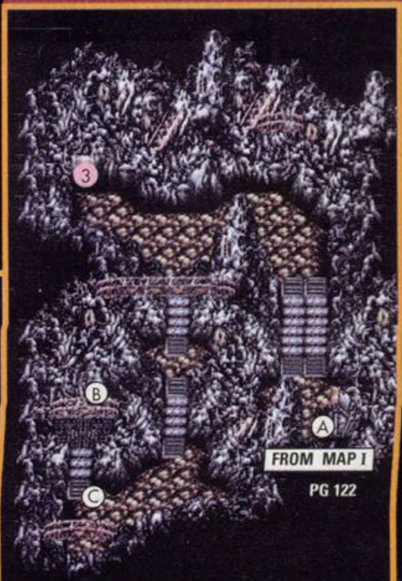
The Route for Party Two

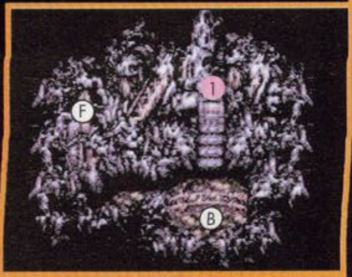
MEET ATMA

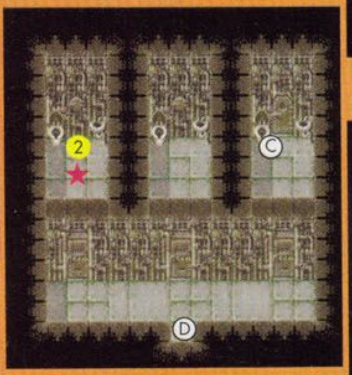
Party Two has the dubious honor of meeting the first of Kefka's tower guardians, Atma. Atma is a magic mutant, and it uses Quake frequently. Either equip Cherub Down before tangling with the beast or cast Float as soon as the battle begins. Spell groups aren't the most effective attack in this fight; it's better to either use strong weapons or spells such as Doom, Meteor or Demi that aren't part of a particular group. Strago's Lores, especially Grand Train, work well on Atma.

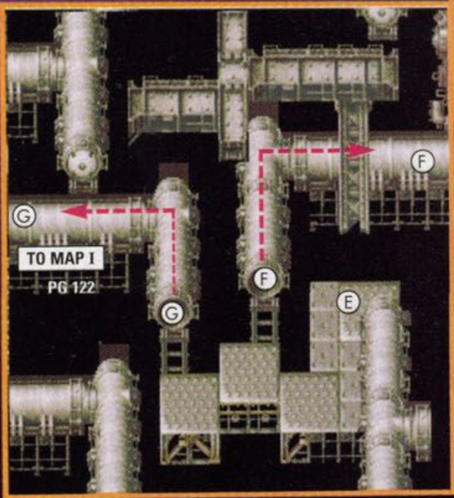


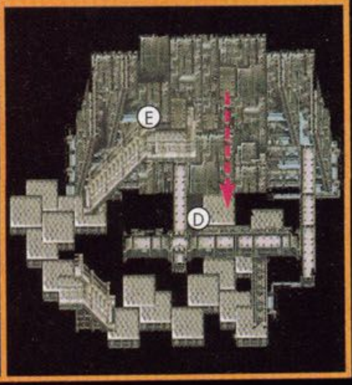
Cyan, with his Sword Techniques, is a good person to have on hand, as are the other characters with strong physical attacks.





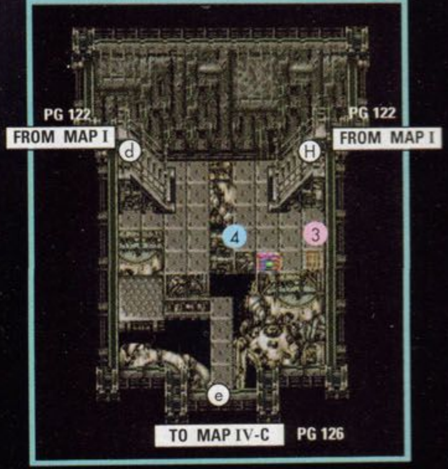






MAP II-A

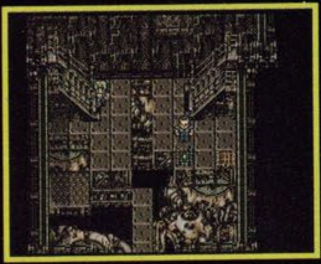
MAP II-B

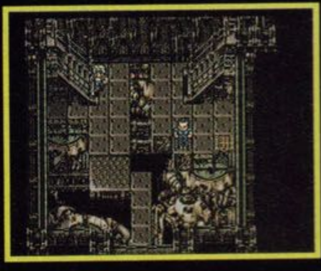


Although regular spells have little effect on Atma, Strago's Lores do. Try using Grand Train on the massive mutant.

TRIP THE SWITCH

Take a side-trip into a room that has a switch on the floor. When you go down the stairs and step on the switch, a platform on the other side of the room will slide to the right, completing a path for Party One to use later.





Step on the floor switch to make the platform slide into place, then open the Treasure Chest to get the Ribbon inside. It offers good protection.

33 EVENT

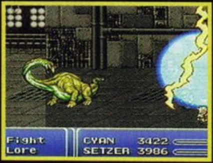
Party Two Continues

CHECKLIST

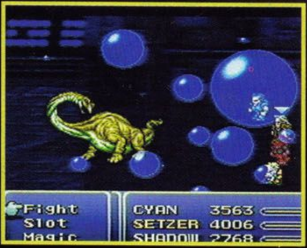
① GOLD DRAGON

GOLD DRAGON

The Gold Dragon is the seventh of the legendary eight dragons. It uses powerful spells from the Thunder group. Its Bolt attacks are particularly devastating, so protect against them. Attack with strong weapons, blitzes or rages. If you have Strago in Party two, try using powerful Lore, such as Clean Sweep. If Shadow is in your group, try throwing Water Edges at the golden brute.

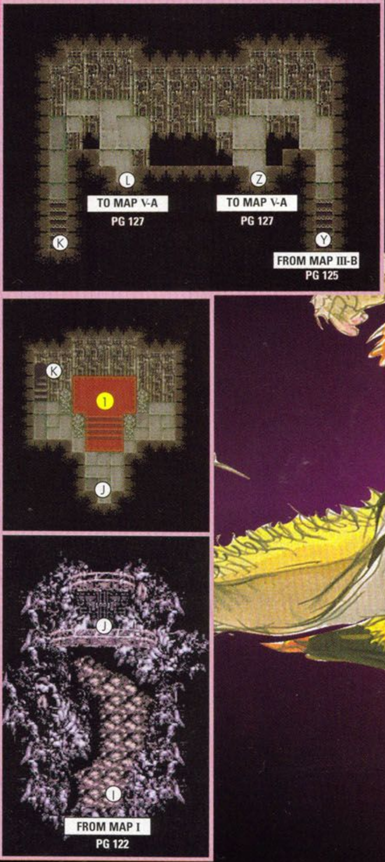

Fight
Lore
CYAN 3422
SETZER 3986

The Gold Dragon attacks with spells from the Thunder group. Watch out for Bolt magic.


Fight
Slot
Magic
CYAN 3563
SETZER 4006
SHADOW 2768

If Strago is with you, try his Clean Sweep Lore. It's very effective against the Gold Dragon.

MAP II-C


L
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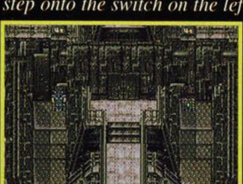
TO MAP V-A
PG 127
TO MAP V-A
PG 127
K
Y
FROM MAP III-B
PG 125
K
1
J
J
I
FROM MAP I
PG 122

STAY ON THE MARK

When you finally reach the room with the two floor switches, walk up to the wall and step onto the switch on the left. You'll wait there for a while. Press Y to change from controlling Party Two to controlling Party Three. When you reach this same room with Party Three and step onto the switch on the right, the center door will open so that Party One can walk through. Later, Parties Two and Three will be able to climb to the upper level and walk through the center door, too.



Park Party Two on the left floor switch, then go back and take control of Party Three.

The Route for Party Three

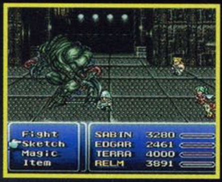
CHECKLIST

III-A
- ① NUTKIN SUIT
- ② GAUNTLET
- ③ HERO RING
- ④ AEGIS SHIELD
- ⑤ INFERNO

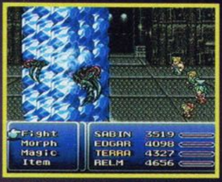
III-B
- ⑥ SKULL DRAGON

INFERNO

Inferno, another of Kefka's mutant guardians, is huge and formidable. Don't waste time and energy attacking his arms—they recover quickly, and you can defeat Inferno himself without damaging his arms. Attack his body with either strong weapons or Ice spells.


Fight
Sketch
Magic
Item
SABIN 3280
EDGAR 2461
TERRA 4000
RELM 3891

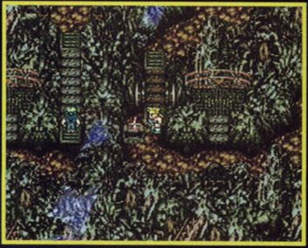
Ice spells group will cool the Inferno. Use them on his body and don't worry about his arms.


Fight
Morph
Magic
Item
SABIN 3519
EDGAR 4098
TERRA 4327
RELM 4656

Spells from the Ice group will cool the Inferno. Use them on his body and don't worry about his arms.

SEEK THE LIGHT

As you work your way through the caverns with Party Three, you'll come to a Treasure Chest that has a shining light behind it. Stand in front of the chest and press the A Button. When you open the chest, a flight of stairs will appear on the other side of the wall. Later, Party One will be able to use those stairs to get through the caverns.

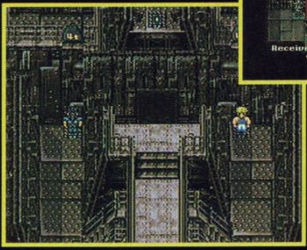


SKULL DRAGON

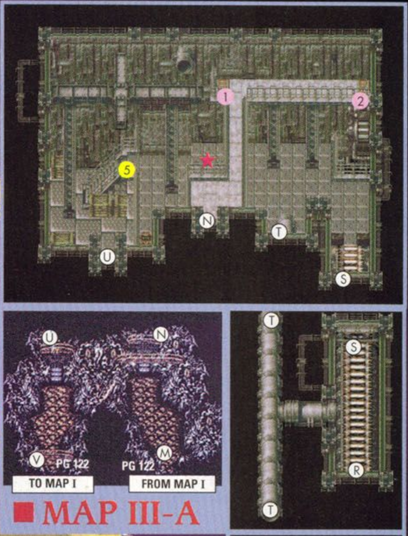
Before you reach the room where you left Party Two standing on the floor switch, you'll encounter the last of the eight dragons, the Skull Dragon. This is the worst of the bunch. It casts a variety of spells and causes lots of status ailments. Before the big fight, equip Ribbons to protect against the ailments and be sure that you've selected Espers that are 100% usable. When you defeat the Skull Dragon, you'll receive the Crusader Esper. Check it out then continue to the room where Party Two waits.

Fight
Blitz
Magic
Item
SABIN 3681
EDGAR 3141
TERRA 4328
RELM 4821

Received the Magicite "Crusader"!!



After you defeat the Skull Dragon, step onto the right floor switch to open the center door.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M
PG 122
PG 122
TO MAP I
FROM MAP I
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S
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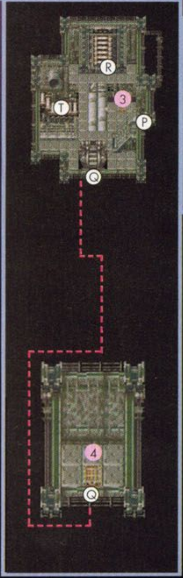
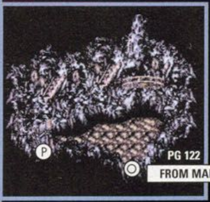
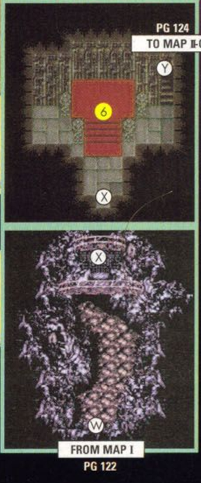
MAP III-A




P
O
PG 122
FROM MAP I

MAP III-B

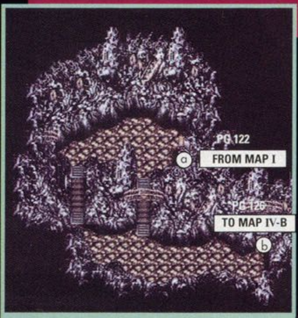

PG 124
TO MAP II-C
Y
6
X
X
W
FROM MAP I
PG 122

EVENT 34

The Route for Party One

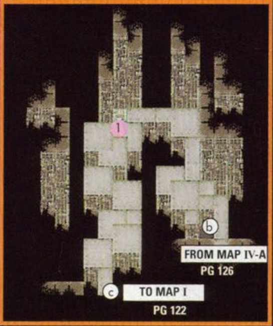
CHECK LIST

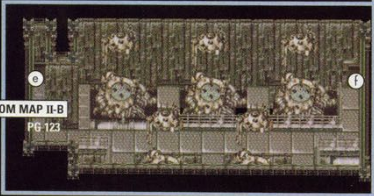
① DICE

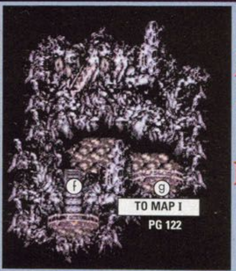


■ MAP IV-A

■ MAP IV-B







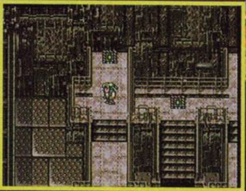
■ MAP IV-C

TRIPLE SWITCHES

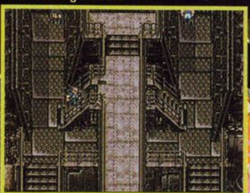
After pushing the weight onto the second switch, walk back inside and stand on the switch on the right to open the stairs for Party Three. Take Party Three up the stairs and into the center room. When all three parties are standing on switches, the door to the Guardian's room will open.

RIGHT OR LEFT?

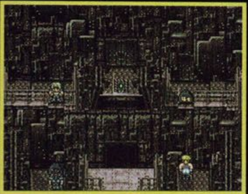
When you reach the room where the other parties on waiting on the floor switches, go through the center doors. Just inside, you'll have to decide whether to turn left or right. The decision is final—you can't go back because the wall closes behind you as soon as you turn. You won't be stuck, either way, but the choice you make here determines which of the other two parties will battle the Guardian. If your strongest group is Party Three, turn left. If Party Two is stronger, turn right.



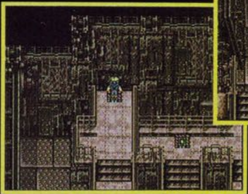
When you turn the corner, the wall behind you will close. You can't go back.



Party Two can now climb the stairs, go through the door and push a weight onto the other switch.



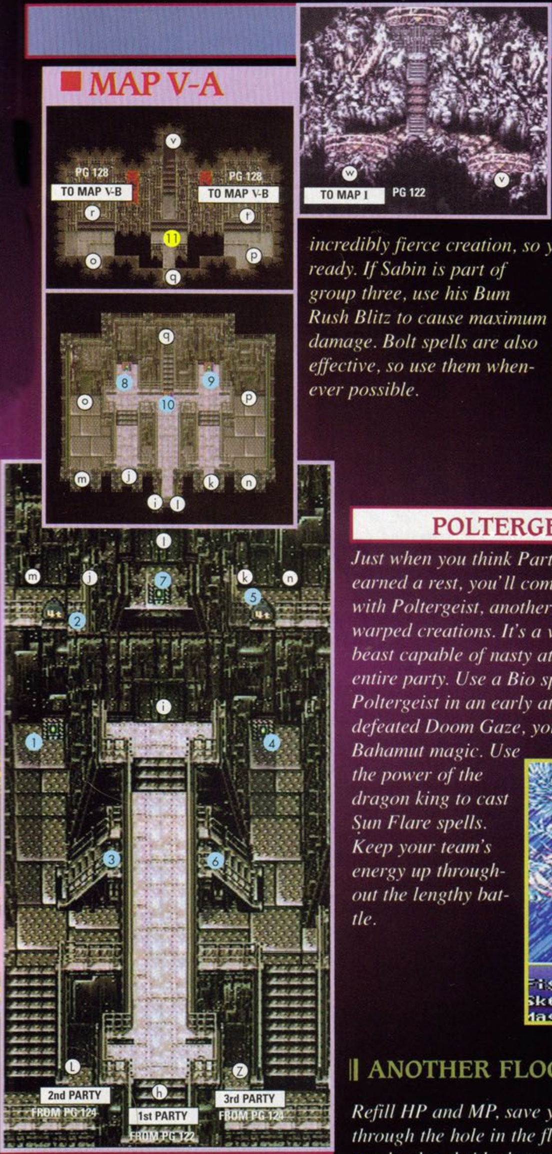
Tell the party below you to move, then shove the weight off onto the switch.



After dropping the weight, go back inside and step onto the switch there.

The Third Party

MAP V-A


w
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TO MAP I
PG 122
v
PG 128
TO MAP V-B
PG 128
TO MAP V-B
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p
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q
8
9
o
10
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j
k
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i
l
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7
k
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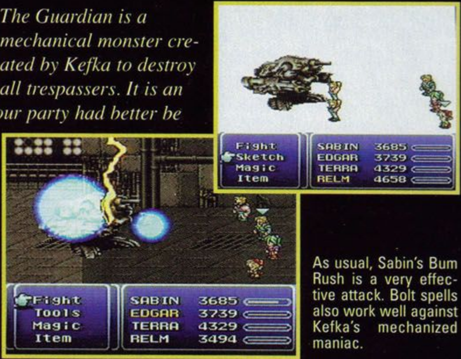
2nd PARTY
FROM PG 124
1st PARTY
FROM PG 122
3rd PARTY
FROM PG 124

CHECKLIST

- ① SWITCH
- ② WEIGHT
- ③ STAIRS
- ④ SWITCH
- ⑤ WEIGHT
- ⑥ STAIRS
- ⑦ DOOR SWITCH
- ⑧ SWITCH
- ⑨ SWITCH
- ⑩ SWITCH
- ⑪ GUARDIAN

THE GUARDIAN

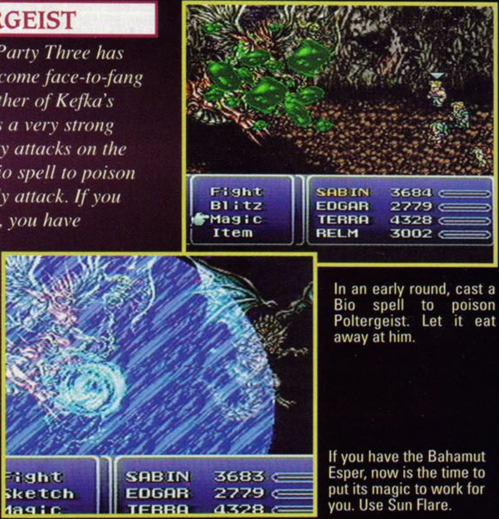
The Guardian is a mechanical monster created by Kefka to destroy all trespassers. It is an incredibly fierce creation, so your party had better be ready. If Sabin is part of group three, use his Bum Rush Blitz to cause maximum damage. Bolt spells are also effective, so use them whenever possible.


Fight
Sketch
Magic
Item
SABIN 3685
EDGAR 3739
TERRA 4329
RELM 4658
Fight
Tools
Magic
Item
SABIN 3685
EDGAR 3739
TERRA 4329
RELM 3494

As usual, Sabin's Bum Rush is a very effective attack. Bolt spells also work well against Kefka's mechanized maniac.

POLTERGEIST

Just when you think Party Three has earned a rest, you'll come face-to-fang with Poltergeist, another of Kefka's warped creations. It's a very strong beast capable of nasty attacks on the entire party. Use a Bio spell to poison Poltergeist in an early attack. If you defeated Doom Gaze, you have Bahamut magic. Use the power of the dragon king to cast Sun Flare spells. Keep your team's energy up throughout the lengthy battle.

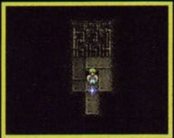

Fight
Blitz
Magic
Item
SABIN 3684
EDGAR 2779
TERRA 4328
RELM 3002
ight
ketch
agic
SABIN 3683
EDGAR 2779
TERRA 4328

In an early round, cast a Bio spell to poison Poltergeist. Let it eat away at him.

If you have the Bahamut Esper, now is the time to put its magic to work for you. Use Sun Flare.

ANOTHER FLOOR SWITCH

Refill HP and MP, save your game, then drop through the hole in the floor. Go south from where you land and ride down on the conveyor belt. Next, go right and out the door to step onto the Floor Switch that opens doors for the other parties.



Drop into the hole, stand on the switch and wait. Switch back to Party One.

35 EVENT

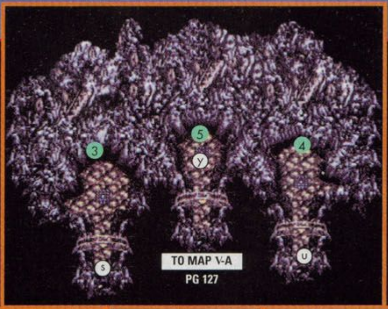
The First Party

DOOM

Doom is your worst nightmare, and if he gets the drop on you, the fight's over. Party One will need the best protection you can give, so switch back to the other parties and remove all of their armor and Relics, then equip the Optimum for all Party One members. Choose the best Relics possible, equip the Golem Esper and use its protection as soon as the fight begins.

CHECK LIST

① GODDESS
② DOOM
③ FLOOR SWITCH
④ FLOOR SWITCH
⑤ FLOOR SWITCH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TO MAP V-A
PG 127
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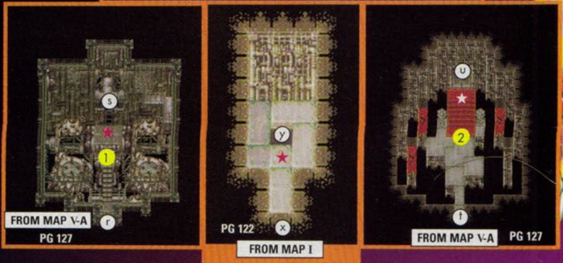
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FROM MAP V-A
PG 127
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PG 122
x
FROM MAP I
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2
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FROM MAP V-A
PG 127

MAP V-B

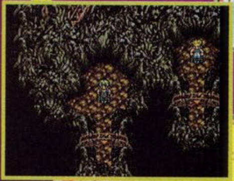
Fight
Dance
Magic
Item
LOCKE 4348
MOG 1684
GOGO 2198
CELES 3757

Cast the Golem Esper as soon as possible. It protects effectively against much of Doom's fury.

Mimic
Steal
Magic
LOCKE 4348
MOG 1683
GOGO 2198
CELES 3757

TIME TO RECOVER

When you outlast Doom—and it will take some time—you'll earn the Sky Render, a knife that only Cyan can equip. A Save Point will also appear nearby. Replenish your party's HP and MP then save your game before continuing. Walk up to the next room and stand on the switch to the left of Party Three.



The Second Party

THE GODDESS

Party Two will now meet the last of the three statues, the Goddess. Before walking through the door to meet her, be sure to re-equip your party. Go back to the other parties to remove armor from them if you'd like. She uses spells that Muddle, so equip your team members with either Peace Rings or Ribbons so they won't be affected. Most spells work well against the Goddess, but avoid Bolt attacks. Shadow's Shurikens and Strago's Grand Train Lore are particularly effective.

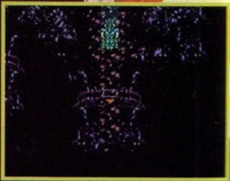
Fight
Slot
CYAN 3564
SETZER 3996

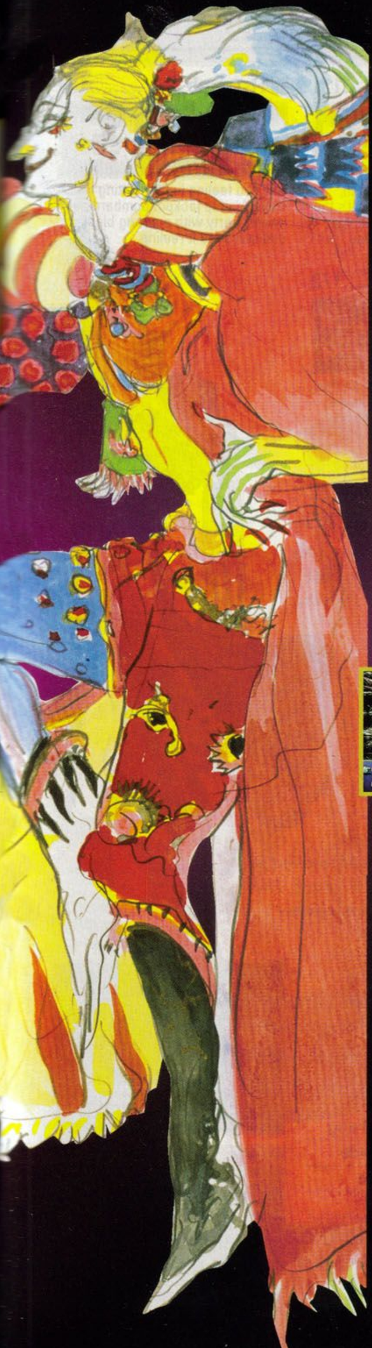
Strago's Grand Train Lore is effective, as is Shadow's Shuriken.

Fight
Throw
CYAN 3564
SETZER 3997

THE MADMAN AWAITS

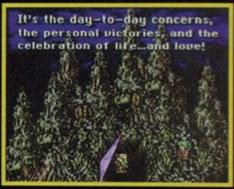
After defeating the Goddess, replenish your HP and MP, then save your game. Redistribute all of your armor and Relics and make sure that all parties are well armed and prepared, then step onto the third floor Switch with Party Two. All three parties will beam up to meet Kefka.





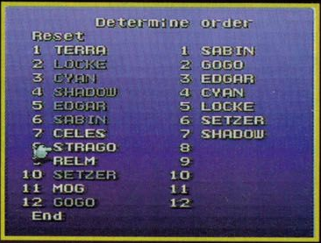
KEFKA

According to the legend, magic was supposed to appear when you defeated the three statues, but it didn't. Did Kefka drain the magic from them? Perhaps you'll find out, because Kefka is going to make you battle all three again—but not before he welcomes you to his tower's top. He explains that he has tapped into the ultimate power and plans to destroy everything and everyone. His goal: To create a monument to non-existence.



It's the day-to-day concerns, the personal victories, and the celebration of life...and love!

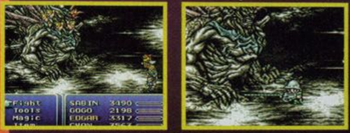
Before the battle begins, you must determine the order in which your team members will fight. Put the most powerful at the top of the list.



```
        Determine order
Reset
1  TERRA          1  SABIN
2  LOCKE          2  GOGO
3  CYAN           3  EDGAR
4  SHADOW         4  CYAN
5  EDGAR          5  LOCKE
6  SABIN          6  SETZER
7  CELES          7  SHADOW
   STRAGO         8
   RELM           9
10 SETZER         10
11 MOG            11
12 GOGO           12
End
```

BATTLE 1

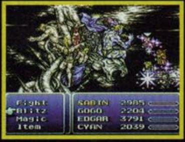
List Sabin, Gogo, Edgar and Cyan in the top slots on your list. When you face Poltergeist this time, use Sabin's Bum Rush Blitz, and have Gogo Mimic.


Fight
Tools
Magic
SABIN 3490
GOGO 2198
EDGAR 3317

Sabin's Bum Rush and Edgar's Drill make them a royal Poltergeist pain. Have Gogo Mimic their powerful attacks.

BATTLE 2

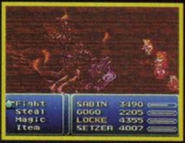
The Goddess returns in a reprise of her former fight. Her magic attacks seem to be more powerful than ever, so watch your energy level and use Cure 3 when necessary to refill your members' HP. Use Elixir to replenish your MP if it runs low. When you destroy the Goddess a second time, you'll meet your Doom—for a second time.


Fight
Blitz
Magic
Item
SABIN 2985
GOGO 2204
EDGAR 3791
CYAN 2039

The Goddess is back for a return engagement. Keep using your strongest attacks and keep watching your members' HP. You don't want to lose anyone now.

BATTLE 3

Facing Doom the first time was bad enough, but like the nightmare that he is, he's back to haunt you. He uses Merton freely, and calls on Grand Train, too. Keep an eye on your HP—don't let it drop during the heat of the battle.

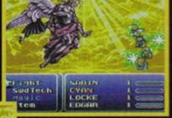

Fight
Steal
Magic
Item
SABIN 3490
GOGO 2205
LOCKE 4355
SETZER 4007

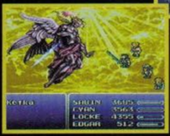
Prepare to meet your Doom--again. In his return engagement, Doom uses many of the spells that he used before, including Merton and Grand Train.

BATTLE 4

Finally...Kefka. He uses Fallen One, a spell that reduces your HP to 1. Counter with Life 3. Equip Cyan with the Genji Glove and Offering Relics, and have Sabin attack with the Bum Rush.

Fallen One reduces HP to one. Use Cure 3 to heal stricken team members as soon as you can so that they won't fall in the next attack.


Fight
SwdTech
Magic
Item
SABIN 1
CYAN 1
LOCKE 1
EDGAR 1


Kefka
SABIN 3605
CYAN 3563
LOCKE 4355
EDGAR 512

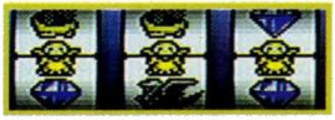
Have Edgar use his Drill while Sabin blitzes with the Bum Rush and Cyan attacks with his sword.

TIPS & TRICKS PART 3

PLAY THE SLOTS

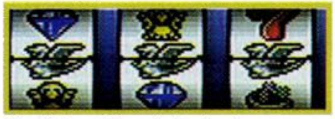
In the battle mode, Setzer can opt to play the Slots rather than fight, but it's a gamble. A lucky spin can defeat the entire enemy party, but an unlucky one can annihilate your own team. Simply select the Slot command to start the spin and press A to stop each of the three wheels, one at a time. The object is to stop all three on the same object, but some objects are luckier than others. Study the combinations at the right, then give the wheel a spin during your next battle. And good luck!

Chocobops............1/1



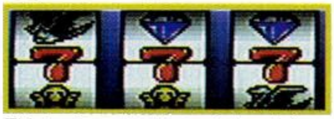
Hit this triple combination to trample your enemies with a flock of Chocobos. The stampede delivers the damage—and some comic relief.

Mega Flare...........1/4



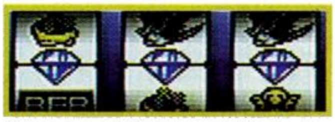
The Mega Flare is lucky for you, unlucky for your enemy. This jackpot is a red-hot Flare attack that rains down mercilessly on the opposing party.

Joker Doom........1/32



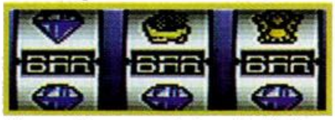
This is the unluckiest of the triple combinations. If you hit this jackpot, it means certain doom for both the opposing party and your own.

7-Flush.................1/1



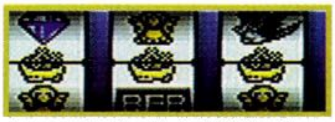
When you hit the lucky 7-Flush, you've really hit the jackpot. It's the combination that annihilates the competition while leaving you unscathed.

Magicite 1/2



Line up three magic bars to hit the Magicite jackpot, which calls on the attack powers of a random Esper. Some are more powerful than others.

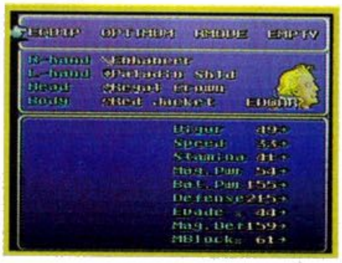
H-Bomb................1/2



Are you feeling lucky? Hitting the triple Airship jackpot bombards the enemy party with a strong blast that will send it reeling.

FIGHT FOR THE PALADIN SHIELD

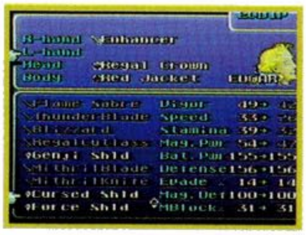
Obtaining the Paladin Shield, which gives you the power to cast an Ultima spell, takes a bit of work. You can't get it until you're in the World of Ruin. First, assign Locke to your traveling party, then go to the village of Narshe. Go to the Armor Shop and have Locke open the door. Inside, get the Cursed Shield from the shop owner. Equip the Cursed Shield and the Ribbon Relic. Wear the two together into battle. When you've fought in 255 battles, the Cursed Shield will become the Paladin Shield.



EQUIP OPTIMUM RMOVE EMPTY

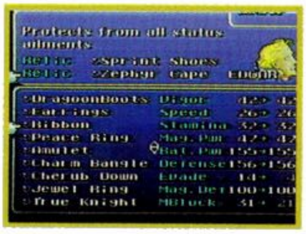
R-hand Enhancer
L-hand Paladin Shld
Head Regal Crown
Body Red Jacket EDGAR

Vigor 49→
Speed 33→
Stamina 41→
Mag.Pwr 54→
Bat.Pwr 155→
Defense215→
Evade 44→
Mag.Def159→
MBlock 61→



R-hand Enhancer
L-hand
Head Regal Crown
Body Red Jacket EDGAR

Flame Sabre Vigor 49→
ThunderBlade Speed 33→
Blizzard Stamina 39→
RegalCutlass Mag.Pwr 54→
Genji Shld Bat.Pwr 155→155
MithrilBlade Defense156→156
MithrilKnife Evade 14→ 14
Cursed Shld Mag.Def100→100
Force Shld MBlock 31→ 31

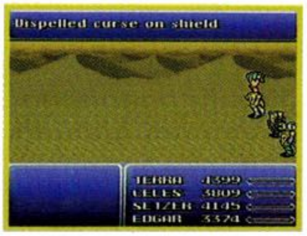


Protects from all status ailments

Relic Sprint Shoes
Relic Zephyr Cape EDGAR

DragoonBoots Vigor 42→
Earrings Speed 26→ 26
Ribbon Stamina 32→
Peace Ring Mag.Pwr 47→ 47
Amulet Bat.Pwr 155→155
Charm Bangle Defense156→156
Cherub Down Evade 14→
Jewel Ring Mag.Def100→100
True Knight MBlock 31→ 21

ght
TERRA 4329



Dispelled curse on shield

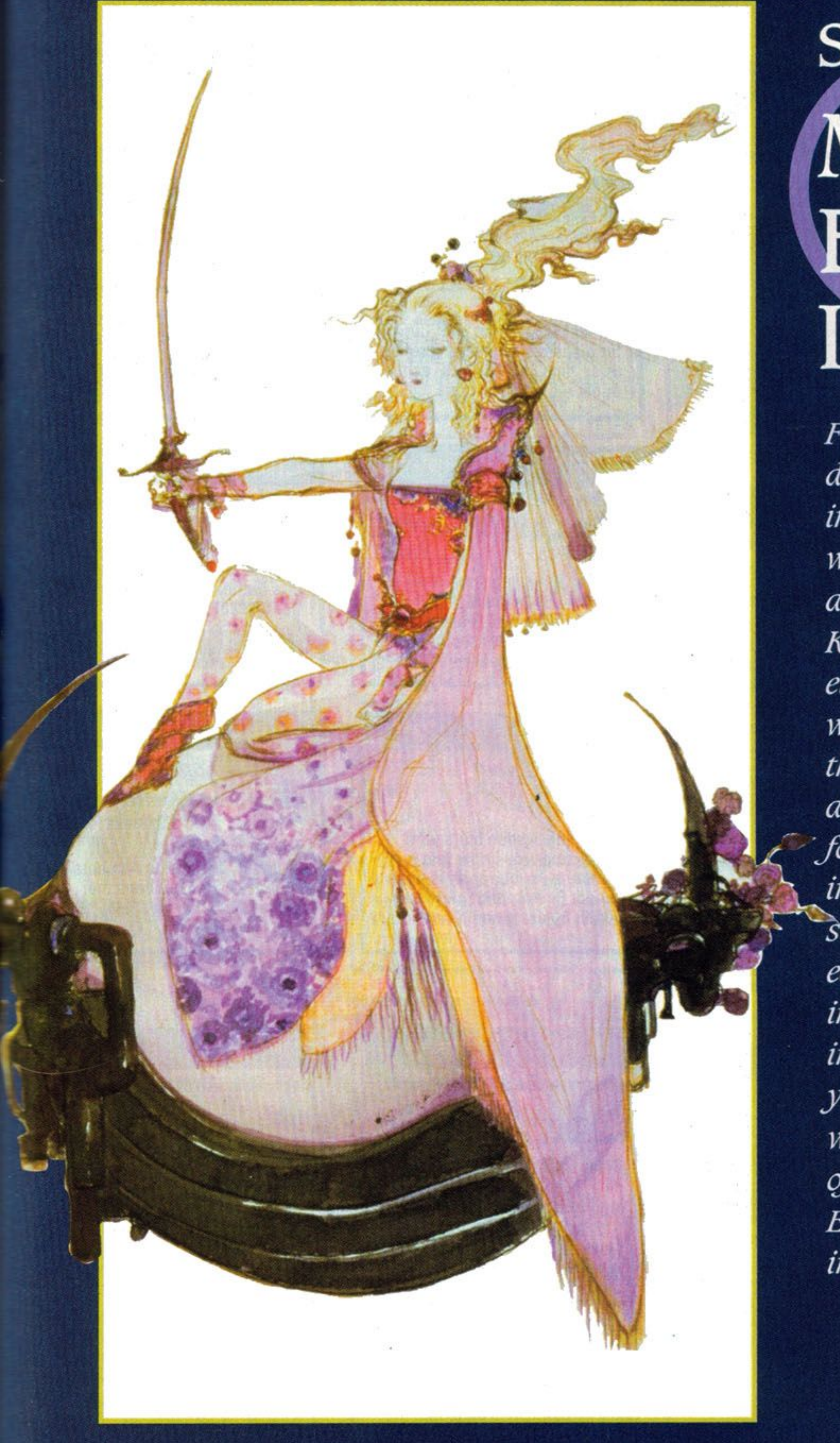
SPECIAL LOW-ENERGY ATTACKS

All of the characters have special attacks that they execute only when their HP is running dangerously low— and then only randomly. When a party member's HP is so low that they kneel to conserve energy between turns at attack, select the Fight command. Occasionally, the weakened character will respond by using his or her special attack. The chart below shows each member's special, low-energy attack.

NAME	NAME OF ATTACK
Terra	Riot Blade
Locke	Mirager
Edgar	Royal Shook
Sabin	Tiger Break
Shadow	Shadow Fang
Cyan	Black Blade
Celes	Spin Edge
Setzer	Red Card
Mog	Moogle Rush
Gogo	X-Meteor
Strago	Sabre Soul
Relm	Star Prism

Fight
Morph
Magic
Item
TERRA 4395
CELES 166
SETZER 4140
EDGAR 477

elta Bug
TERRA 557
CELES 3170
SETZER 146



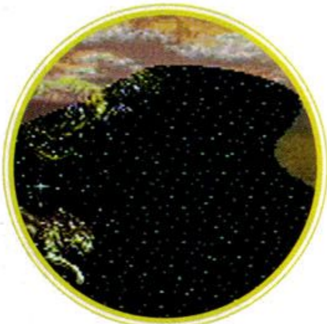
STRATEGIES

MAGIC, ENEMIES, ITEMS

Final Fantasy III contains hundreds of individual elements including enemies, items, weapons, magic spells, Espers, and types of special attacks. Knowing how to use all these elements in the game, and when to use them, may make the difference between failure and success. The charts on the following pages give you the information you need to make strategic choices in order to equip characters and carry out intelligent battle plans. It's important to know both what your characters can do and what enemies can do. The use of the best special attacks and Espers will make battles more interesting and easier to win.

MAGIC SPELLS

Learning to use all of the magic spells is the key to success in Final Fantasy III. No amount of muscle can make up for magic; in fact, in some areas magic is the only method you can use to attack enemies. And it won't suffice to have a few characters develop strong magic skills—all of your characters need to learn lots of spells, because when you have to field multiple parties, each of them needs the power and protection of magic. The charts here show which Espers include the different spells as well as how many MP it takes to learn them.



Cure..........MP-5

Espers

Kirin ......x5 Sraphim .x20
Shiva .....x3 Starlet x25

Cast a healing Cure spell to replenish HP by 270 points. You can use the spell at any time, either in battle or while exploring. Each spells uses five MP.

Recovery Magic

Life..........MP-30

Espers

Bismark x2 Phoenix x10
Sraphim x5

The Life spell works like Fenix Down does. It restores just enough HP to heal wounded characters. Follow with Cure spells to replenish HP.

Cure 2..........MP-25

Espers

Kirin ......x1 Sraphim x8
Unicorn..x4 Starlet x16
Golem x5

For 25 MP, you can cast Cure 2 for a speedy recovery. It refills three times as many HP as the original Cure spell does.

Life 2..........MP-60

Esper

Phoenix ...x2

Life 2 eats up 60 MP, but it's worth it. It revives wounded members and refills all of their HP so they'll be strong enough to battle effectively.

Cure 3..........MP-40

Espers

Starlet ....x1 Phoenix x2

The best healing spell of all is Cure 3, which is a whopping seven times as powerful as Cure. It's great for restoring HP quickly during heated battles.

Life 3..........MP-50

Esper

Phoenix ...x1

If you cast Life 3 at the start of a battle, the affected member will automatically be revived should he or she fall to a mortal attack during the fight.

Antidote..........MP-3

Esper

Kirin x4

When the screen blurs with every step, you know that someone in your party is poisoned. Restore that member's health by using some Antidote.

Remedy..........MP-15

Espers

Unicorn..x3 Starlet x20
Sraphim x4 Alexander x15

The versatile Remedy spell reverses any Status Ailments except Zombie, as does the Remedy item. Each spell requires 15 MP.

Offensive Magic

Fire..........MP-4

Espers

Ifrit ....x10 Siren x6
Bismark ...x20

Blast your enemies with searing Fire to heat things up during battle. A single spell consumes four MP and can cause considerable damage.

Fire 2..........MP-20

Espers

Ifrit ....x5 Maduin ..x3

The Fire 2 spell is considerably more expensive in terms of MP than the Fire spell is, but it's three times as powerful. It can really fry the opposition.

Name.........MP 0

Espers

Kirin ......x5 Kirin x5
Efleat .....x10 Efleat x10

The caption in each box describes what effect the spell has on you and/or your enemies.

READING THE BOXES

Each of the boxes tells all you need to know about the magic spells listed. Use them as quick references as you play through the game.

MP

The number listed beside the name of each spell indicates the amount of MP it takes to cast it.

ESPERS

The Espers that include the spells are listed. To increase spells to 100% so that you can use them, multiple the MP won in battle by the number shown beside the Espers in these boxes.

Regen..........MP-10

Espers

Kirin ......x3 Starlet x20
Sraphim ...x10

The healing Regen spell helps characters regenerate their HP. For a brief period after being cast, it restores HP at regular intervals.

Fire 3..........MP-51

Espers

Tritoch ...x1 Phoenix .x3

Fire 3 is a regular inferno. Six times more powerful than the Fire spell, it sends a blazing wall of flame ripping through the enemy line.

Bolt..........MP-6

Espers

Ramuh...x10 Bismark .x20

You can control the elements and blast your enemies with a bolt of lightning by using the Bolt spell. Each strike consumes six MP.

Bolt 2..........MP-22

Espers

Ramuh...x2 Maduin ..x3

Bolt 2 requires 22 MP, but it's three times as powerful as the Bolt spell. When you call lightning down on enemies, they're in for a real jolt.

Bolt 3..........MP-53

Esper

Tritoch ...x1

When you really want to electrify your enemies, strike them with Bolt 3. The shocking spell is six times as powerful as Bolt, but it uses lots of MP.

Ice..........MP-5

Espers

Shiva .....x10 Bismark .x20

One of the first spells at your disposal is Ice, which you can use to freeze your enemies. It's especially effective on fiery enemies.

Ice 2..........MP-21

Espers

Shiva .....x2 Maduin ..x3

Ice 2 is three times as chilling as the original Ice spell. It takes the temperature down several frosty degrees to put your enemies in the deep freeze.

Ice 3..........MP-52

Esper

Tritoch ...x1

Ice 3 is the biggest chill of all. It's fully six times as cold as Ice and effectively freezes many enemies in their tracks. It requires 52 MP.

Poison..........MP-3

Esper

Ramuh.....x5

When you cast a Poison spell on your enemies, it gradually eats away at their HP for the duration of the battle. It uses only six MP.

Drain..........MP-15

Esper

Ifrit x1

Drain magic takes HP away from the designated enemy and adds them to the HP of the party member who casts the spell. It's a steal at 15 MP.

Bio..........MP-26

Esper

Shoat x8

More powerful than Poison, the Bio spell also lasts the duration of the battle. It delivers multiple hits as the fight progresses.

Break..........MP-25

Esper

Shoat x5

The powerful Break spell turns enemies to stone, effectively removing them from the fight. They'll remain petrified for a long period.

Doom..........MP-35

Esper

Shoat x2

When you cast the Doom spell, a doom head will appear with a maniacal cackle, and snatch the enemy up. It's better to give than to receive this spell.

Pearl..........MP-40

Esper

Alexander...x2

Pearl is an elemental attack that is very effective when cast on enemies who are vulnerable to it. Each Pearl spell consumes 40 MP.

Flare..........MP-45

Esper

Bahamut ...x2

You can attack several enemies at once by casting the Flare spell. This red-hot spell sends fireball raining down on the enemy line at a cost of 45 MP.

Demi..........MP-33

Esper

Phantom ...x2

Demi is one of the best spells around. Learn it well. A single cast of the spell zaps half of the enemy's HP. It's a neat trick that requires 33 MP.

Quarter..........MP-48

Esper

Terrato ...x1

Similar in nature to the Demi spell, Quarter reduces an enemy's HP to one-fourth of its former number.

X-Zone..........MP-53

Esper

Fenrir.....x5

The X-Zone spell sends enemies to a mysterious place. No one knows where it is, but at least they're out of your face for the remainder of the battle.

Meteor..........MP-62

Espers

Odin.......x1 Crusader x10

The Meteor spell reaches far off into deep space to capture a meteor and send it crashing down on the enemy party. It requires 62 MP.

Ultima..........MP-80

Esper

Ragnarok.....x1

The Ultima spell is the ultimate, but you'd better cast Life 3 on one of your own members before you use it. It wipes your party out, too.

Quake..........MP-50

Esper

Terrato ...x3

Quake is another spell that damages your party just as much as it hurts the enemy. Cast Float on your party before casting Quake so they'll be safe.

W.Wind..........MP-75

Esper

Terrato ...x1

W. Wind tears through the enemy, taking 90 percent of its HP with it. It will strike your party, too, so be prepared to absorb the damage.

Merton..........MP-85

Esper

Crusader...x1

The most expensive of the attack spells, Merton is a blazing fire attack that delivers mass damage. It comes only with the Crusader Esper.

Strategic Magic

Scan..........MP-3

Esper

Kirin x5

Scan magic lets you examine your enemies closely to see how powerful they are and what their weaknesses are. Use it in early rounds against major enemies.

Slow..........MP-5

Espers

Siren ......x7 Palidor ...x20

Cast Slow on your enemies to make them recover more slowly. They can't fight until they recover, so it reduces the number of times they can attack you.

Rasp..........MP-12

Espers

Shiva...x4 ZoneSeek...x20

To eat away at your enemies' MP, cast Rasp spells. You can use the spell up to 20 times per battle, so you can seriously deplete the enemies' magic power.

Mute..........MP-8

Esper

Siren...x8

Using Mute silences your enemies. Mute enemies aren't able to voice the incantations that call out their spells, so they can't use magic against you.

Safe..........MP-12

Espers

Unicorn..x1 Golem......x5
Carbunkl..x2 Alexander x10

The Safe spell lets you protect one of your party members in battle. It raises that person's defensive power for a short period.

Sleep..........MP-5

Esper

Siren x10

When you cast Sleep on your enemies, it puts them into a deep slumber for a few rounds. Sleeping enemies can't attack, so let them snooze.

Muddle..........MP-8

Esper

Stray x7

You can completely confuse your enemies by casting Muddle on them. Confused characters often attack each other instead of your party.

Haste..........MP-10

Espers

Carbunkl...x3 Palidor ...x20

Cast Haste on your own party members to make them recover their strength more quickly, so they can get more attacks in on the enemies.

Stop..........MP-10

Espers

Golem ....x5 Fenrir.....x3

Casting Stop eats up 10 MP, but sometimes its worth the price because it stops your enemies in their tracks for a time, letting you recover.

Berserk..........MP-16

Esper

Phantom...x3

Berserk is a spell you'll want to use on your own characters. When they go berserk, they'll attack before they're ordered to do so.

Float..........MP-17

Espers

Stray......x2 Palidor ...x5

Use the Float spell to make your party levitate a short distance off the ground. It's a cool spell that keeps them from being damaged by Quake spells.

Imp..........MP-10

Esper

Stray x5

You can cast Imp to turn enemies into small, green life forms. You can also use it to reverse the effects of Imp spells cast on your party members.

Reflect..........MP-22

Esper

Carbunkl...x5

Use Reflect to protect yourself for a short period during battle. It puts a protective barrier around them that reflects magic spells.

Shell..........MP-15

Espers

Unicorn..x1 ZoneSeek x2
Carbankl x2 Alexander..x10

Like Reflect, Shell protects against magic spells cast by enemies. When you cast Shell, however, it works on a single designated character.

Vanish..........MP-18

Esper

Phantom ...x3

Vanish lets one of your characters avoid damaging attacks by becoming invisible. You'll see an outline on the screen, but your enemy sees nothing.

Haste 2..........MP-38

Esper

Palidor ...x2

Instead of speeding the recovery of a single party member, as Haste does, Haste 2 speeds the recovery of all of your party members.

Slow 2..........MP-26

Esper

Palidor ...X2

Slow 2 is a powerful and useful spell that hinders the recovery of all enemies on the screen, giving your team a great opportunity to attack.

Osmose..........MP-1

Espers

Shiva .....x4 ZoneSeek x15

You can not only reduce enemies' MP with Osmose, you can also add the points taken away to your MP, thus replenishing your supply of magic.

Warp..........MP-20

Espers

Carbunkl...x2 Fenrir...x10

Warp magic lets you escape from battles and caves. It's a great spell to use when your party is either in a hurry or low on battle strength.

Quick..........MP-99

Esper

Raiden ...x1

Although Quick is expensive to use—it costs 99 MP for each cast—it gives your party the advantage over your enemies. It makes them attack more quickly.

Dispel..........MP-25

Espers

Unicorn..x4 Alexander...x10

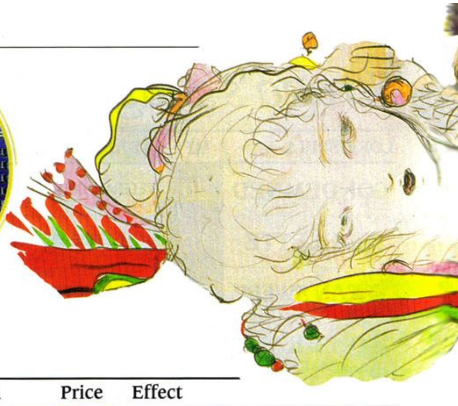
When enemies cast spells on your party members, neutralize the effects of the magic by using Dispel. Each use eats up 25 MP.

Strago's Magic

LORE SPELL	MP	LEARNED FROM THESE ENEMIES	EFFECT OF THE SPELL
CONDEMNED	20	VETERAN, CRITIC, STILL LIFE	A countdown to the demise of the enemy is initiated with this Lore command.
ROULETTE	10	DARK FORCE, VETERAN, CRITIC	The Roulette Lore command randomly selects an attack spell to cast on the enemy.
CLEAN SWEEP	30	ENUO, BLUE DRAGON, DARK FORCE	Another powerful Water spell, this Lore will douse the flames of fire enemies.
AQUA RAKE	22	CHIMERA, RHYOS, VECTAGOYLE	The Aqua Rake washes over a group of enemies with a powerful attack surge.
AERO	41	DOOM GAZE, SPRINTER, TYRANOSAUR	A great blast of wind flattens enemies like a hurricane when you call forth this Lore.
BLOW FISH	50	BRAIN PAN, PHASE, CACTROT, PRESENTER, MOVER	One thousand hit points of damage levels enemies when you use this spell.
BIG GUARD	80	MOVER, DARK FORCE, EARTH GUARD	Big Guard combines two other spells—Safe and Shell—and casts them at one time.
REVENGE	31	DRAGON, PAN DORA, DARK FORCE	Pay back an enemy's aggression. Revenge inflicts equal damage on your foe.
PEARL WIND	45	PEEPERS, VECTAUR, DARK FORCE	Use this Lore magic to recover HP in your party members.
LEVEL 5 DOOM	22	SKY BASE, DIDALOS, DARK FORCE	A powerful Doom spell, but beware of the side effect. Characters with levels at a multiple of five are also hit.
LEVEL 4 FLARE	42	APOKRYPHOS, GOBLIN, DUELLER	A powerful Flare spell, but with a side effect. Any of your party at a level with a multiple of four gets hit, too.
LEVEL 3 MUDDLE	28	APOKRYPHOS, GOBLIN, DARK FORCE	Muddle your foes, but be sure none of your characters has a level with a multiple of three.
REFLECT	0	DARK FORCE	Protect yourself against spells and reflect them. With a Reflect Relic, you'll take damage from Dark Force.
LV.(#GP)PEARL	50	DULLAHAN, CRITIC, DARK FORCE	The strength level of this Lore spell is determined by the amount of gold you have.
STEP MINE	22	PUG, MESOSAUR, GREASE MONK	Step Mine continues to hurt foes over time. If the battle lasts a long time, you'll use more MP for this spell.
FORCE FIELD	24	DOOM	The Force Field spell sets up a strong barrier to resist enemy attacks.
DISCHORD	68	PIPSQUEAK, FIGALIZ, IRON HITMAN	An enemy's experience level is halved, leaving them with weaker attack power and lower level spells.
SOUR MOUTH	32	MAD OSCAR, EVIL OSCAR	If one of your party members has been poisoned or otherwise incapacitated, use this sour potion to heal them.
PEP UP	1	FLAN, MUUS, JUNK	You can fully cure one of your party members using this spell, but Strago pays the ultimate price.
RIPPLER	66	DARK FORCE	Trade your status for that of enemies by switching poison, mute and other status ailments with them.
STONE	22	BRAWLER, IRON FIST	If the foe's level is the same as yours, then you'll attack it. If the foe's level is not the same, then you use Muddle.
QUASAR	50	GODDESS, DARK FORCE	If the enemy has cast a defense spell, Quasar breaks it down.
GRANDTRAIN	64	HIDON	The magical train blows through enemy defenses and runs them over.
EXPLODER	1	BOMB, GRENADE, BALLOON, JUNK	Strago can use this spell to cast one of his most damaging magical attacks.

ITEMS

USE ARR
ndomly dispatches a
MithrilKnife: 4 DI
Air Lancet : 1 DI
ThiefKnife : 1 DI
Assassin : 1 DI
ValiantKnife: 1 D
Man Eater : 1 D
Stunner : 1
xcalibur : 1
l Sabre : 1
Cutlass



In a game as huge as Final Fantasy III, you can expect to find dozens of items of all kinds. From healing potions to Moogle Charms and Air Anchor to Sprint Shoes, they all have their specialized uses. Some are simply very useful; others are must-haves. Although you can purchase many of the items on these pages at shops around the world, you'll have to find or win others in battles. Collect as many of the items as you can, and give them all a try.

ITEMS

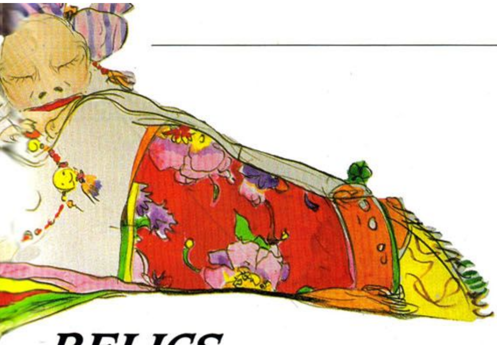
Item	Price	Effect
Green Cherry	150	These sour fruits reverse the effects of Imp spells. Feed them to impish team members.
Tincture	1500	Using Tincture replenishes 50 MP. Select it as an item to refill MP during battles.
X-Ether	–	X-Ether is an item to treasure and save because it completely refills the users MP.
Ether	–	Although not as valuable as X-Ether, Ether is a still great find. It refills 150 MP.
X-Potion	–	When a party member is low on HP, refill it completely by using an X-Potion.
Elixir	–	Replenish both HP and MP for one party member by using a power-packed Elixir.
Soft	200	Soften up petrified party members by using Soft. They'll be back to normal in no time.
Smoke Bomb	300	When you want to escape from a battle, set off a Smoke Bomb and run for it.
Super Ball	10000	Throw Super Balls at your enemies. They cause serious injuries as they bounce around.
Revivify	300	Use Revivify potions to return victims of Zombie spells to their normal conditions.
Warp Stone	700	Warp Stones let you escape from both enemy encounters and underground mazes.
Tent	1200	Recover both HP and MP for everyone by camping in a Tent outdoors or at Save Points.
Antidote	50	Cure poisoned party members by administering Antidotes as soon as possible.
Sleeping Bag	500	One member of your party can recover both HP and MP by resting in a Sleeping Bag.
Potion	300	Drink Potions to help one character recover. Each Potion refills 250 HP.
Remedy	1000	Remedy, a handy cure-all, neutralizes the effects of all status ailments except Zombie.
Fenix Down	500	Use Fenix Down to rejuvenate wounded party members and make them able to function.
Dried Meat	150	Feed Dried Meet to a party member whose HP is low. It adds 150 HP per feeding.
Tonic	50	Tonic is useful early in the game. Party members can recover 50 MP by drinking one.
Magicite	No cost	Using Magicite calls the powers of a random Esper for a surprise magic attack.
Eyedrop	50	Victims of Dark spells can clear their eyes of ink and see again by using Eyedrops.
Echo Screen	120	Remove Mute spells that prevent members from using magic by selecting Echo Screen.
Megalixir	No cost	Megalixirs are mega-powerful items. They refill all HP and MP for your entire party.
Rename Card	No cost	Use the rare Rename Card to change the name of one of your party members.

TOOLS

Tool	Price	Effect
Debilitator	5000	Use the Debilitator to strip enemies of any special abilities that they might have.
Air Anchor	No cost	Blast enemies with the Air Anchor to make them turn their attacks on themselves.
Auto Crossbow	250	The amazing Auto Crossbow fires deadly arrows at all enemies in the attacking party.
Chain Saw	2000	Slice through enemies with the blade of the Chain Saw—but put on safety goggles first.
Flash	1000	Stun your enemies by using a camera with a bright flash to take their pictures.
Drill	3000	Drill to your enemy's core with this power-packed power tool. It's an awesome weapon!
Bio Blaster	750	Use the Bio Blaster to enshroud your enemies in a green cloud of poisonous gas.
Noise Blaster	500	Confuse your enemies by blasting this giant horn. It's music to your ears.

FLYING WEAPONS

Weapon	Price	Effect
Shadow Edge	400	Cast a series of looming shadows across the battlefield by throwing a Shadow Edge.
Fire Skean	500	Throw a Fire Skean to attack the enemy party with a blazing wall of flames.
Inviz Edge	200	The thrower can become invisible to the enemy by throwing an Inviz Edge during battle.
Water Edge	500	Attack with the power of a massive tsunami by throwing one of the Water Edges.
Bolt Edge	500	To create an electrical storm, complete with thunder and lightning, throw a Bolt Edge.



RELICS

Relic	Price	Effect
Amulet	5000	Equip a member with Back Guard to protect the party from Back Attacks and Pincer Attacks.
Back Guard	7000	Wearing an Amulet protects your party member from the effects of Poison, Dark and Zombie.
Rage Ring	No Cost	Only Umaro can wear the Rage Ring, which adds to the intensity of his Rage attack.
Earrings	5000	Earrings make the wearer's magic attacks more powerful. Wear a pair for maximum power.
Running Shoes	7000	Wear Running Shoes to make your party member ready for battle more quickly.
Offering	No Cost	A very valuable Relic, the Offering doubles the number of its user's attacks.
Memento Ring	No Cost	A mother's love will protect the wearer of the Memento Ring from mortal attacks.
Gauntlet	No cost	The Gauntlet lets its user hold a weapon with both hands and deliver a stronger blow.
Atlas Armlet	5000	Have a party member wear an Atlas Armlet to cause extra damage with each attack.
Gold Hairpin	No cost	Wearing the Gold Hairpin decreases by one-half the amount of magic needed to cast spell.
Goggles	500	Equip your members with Goggles to keep them from being blinded by Dark Spells.
Crystal Orb	No cost	The mystical Crystal Orb Relic increases its bearer's MP by 50 percent.
Merit Award	No cost	Select the Merit Award Relic for a member who needs the extra protection of heavy armor.
Exp.Egg	No cost	All experience points gained double for the character who uses the Exp. Egg.
Genji Glove	No cost	Equipping a Genji Glove lets a member carry a weapon in each hand and attack with both.
Relic Ring	No cost	Mysterious things happen to wounded party members who wear the magical Relic Ring.
Jewel Ring	1000	Slip a Jewel Ring on a fighter to protect him or her from Dark and Petrify spells.
Sniper Sight	3000	Hone in on your enemies with a Sniper Sight, which ensures a 100% hit rate in battle.
Economizer	No cost	Equipping the Economizer lets a member cast any spell at a cost of only one MP.
Safety Bit	No cost	The Safety Bit Relic protects its wearer from mortal damage caused by magic attacks.
Gem Box	No cost	A gem of a Relic, the Gem Box lets its users cast two spells in every turn.
Zephyr Cape	7000	The Zephyr Cape makes wearers more agile, letting them dodge attacks during battle.
Charm Bangle	No cost	When the leader of your party equips the Charm Bangle, few enemies will attack.
Tintinabar	No cost	The Tintinabar Relic lets its wearer recover HP with every step he or she takes.

Relic	Price	Effect
Sprint Shoes	1500	When one person wears the Sprint Shoes, the whole party walks twice as fast as before.
Fake Mustache	No cost	If Relm dons the Fake Mustache Relic, it changes her Sketch attack to Control.
Cherub Down	6300	Members who equip Cherub Down can Float continuously during battle sequences.
Cure Ring	8000	When members wear Cure Rings, they will recover some HP at regular intervals.
Sneak Ring	3000	Locke will be able to steal more items from enemies when he wears the Sneak Ring.
Thief's Glove	No cost	When Locke wears the Thief's Glove Relic, his Steal command changes to Capture.
True Knight	1000	The True Knight Relic protects party members who run low on HP during battle.
Cursed Ring	No cost	The name says it all. The Cursed Ring is, in fact, cursed. As such, it's a risky Relic.
Hyper Wrist	8000	Wearing the Hyper Wrist Relic increases a party member's Vigor during battle sequences.
Gale Hairpin	8000	Having someone wear this Hairpin increases your probability of making preemptive attacks.
Barrier Ring	500	The Barrier Ring automatically casts Shell for protection when its wearer runs low on HP.
Dragon Horn	No cost	When a member equips the Dragon Horn, he or she will always Jump during battle.
Fairy Ring	1500	The Fairy Ring offers its wearer protection from both Poison and Dark spells.
Blizzard Orb	No cost	Umaro will randomly cast Blizzard spells if he's equipped with the Blizzard Orb.
Black Belt	5000	A member who wears the Black Belt will lash back with a powerful blow when attacked.
Hero Ring	No cost	The Hero Ring Relic increases the force of its wearer's Fight and Magic attacks.
Czarina Ring	3000	The Czarina Ring automatically cast Safe and Shell when its wearer's HP gets low.
Guard Ring	5000	The Guard Ring casts a Safe spell for protection when its wearer's HP begins to run low.
Coin Toss	No cost	When Setzer equips the Coin Toss Relic, his Slot command turns into GP Rain.
Star Pendant	500	Wearing the Star Pendant protects a party member from being poisoned by spells.
White Cape	5000	The White Cape prevents its wearer from falling victim to Imp and Mute spells.
Muscle Belt	No cost	The valuable Muscle Belt Relic increases its user's maximum HP by a full 50 percent.
Pod Bracelet	No cost	A party member who wears the Pod Bracelet has the power to cast Safe and Shell spells.
Beads	4000	Beads bring luck. They help to protect their wearers against enemy ambushes.
Mithril Glove	700	The Mithril Glove protects a party member by casting Safe when his or her HP runs low.
Marvel Shoes	No cost	A rare Relic, the Marvel Shoes create a variety of effects when a member wears them.
Moogle Charm	No cost	The Moogle Charm works like a charm, protecting your party from all enemy attacks.
Peace Ring	3000	Equip a party member with the Peace Ring to protect him or her from Berserk and Muddle.
Ribbon	No cost	A party member equipped with a Ribbon will be safe from all status ailments.
Dragoon Boots	9000	Pull on the Dragoon Boots to change a party member's Fight command into Jump.
Wall Ring	600	The Wall Ring forms a protective, reflective barrier around anyone who equips it.

WEAPONS

There is a huge variety of weapons to be found and won in Final Fantasy III. From humble Dirks to DaVinci Brush or Tiger Fangs, they all have their specialized uses—and their particular users.

PRICE

Purchase weapons in towns. If you can't buy weapons at any cost, you must either find or earn them.

NAME

The names of the weapons you'll find in Final Fantasy III are as varied as the weapons themselves.

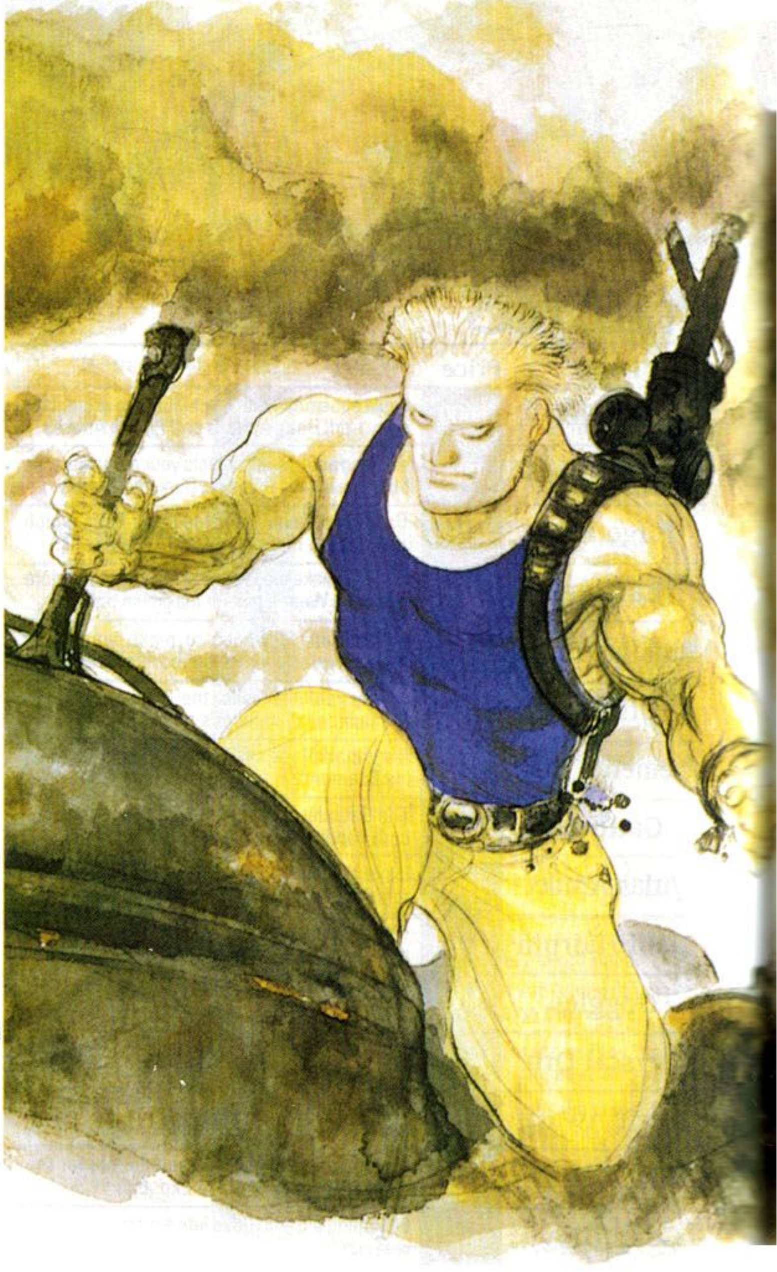
EQUIP KEY

The chart shows which characters can Equip which weapons.
Te=Terra, Lo=Locke, Ed=Edgar,
Sa=Sabin, Cy=Cyan, Ga=Gau,
Ce=Celes, Se=Setzer, Mo=Mog,
St=Strago, Sh=Shadow, Re=Relm,
Um=Umaro, Go=Gogo.

EFFECT

Find out what effect equipping the different weapons will have by checking this column in the charts.

NAME	PRICE	EQUIP	EFFECT
Dirk	150	All but Sa/Cy Ga/Um	You'll begin the game with only a Dirk for protection. It will serve you well.
Mithril Knife	300	All but Sa/Cy Ga/Um	Equip the Mithril Knife, another dirk, to increase your Battle Power by 30.
Guardian	No Cost	Lo	Only Locke can use the Guardian. It's difficult to master the short blade.
Air Lancet	950	Lo/St Go/Re	A Wind Elemental weapon, the Air Lancet increases Battle Power by 76 points.
Thief's Knife	No Cost	Sh/Lo	Only Locke and Shadow can use this blade, which randomly steals enemy weapons.
Assassin	No Cost	Sh/Lo	This sharp blade was created for an assassin. It randomly casts Doom spells.
Man Eater	11000	All but Um/Cy Ga/Sa/Mo	This dirk doubles damage inflicted on human targets. It ups Battle Power by 146.
Sword Breaker	16000	Go/Re St/Sh Lo	Use the jagged teeth that line the blade to saw through enemies' weapons.
Graedus	No Cost	All but Um/Cy Ga/Sa	The Graedus is a Pearl Elemental weapon that increases Battle Power by 204.
Valiant Knife	No Cost	Lo	A weapon for Locke alone, the Valiant Knife increases in power as HP goes up.
Mithril Blade	450	Ce/Ed Lo/Te	This blade is crafted from a heavy metal. Even an unskilled fighter can use it.
Regal Cutlass	950	Ce/Ed Te	Only three crusaders can wield the Regal Cutless. It ups Battle Power by 54.
Rune Edge	7500	Ce/Ed Te	The Rune Edge consumes MP in order to inflict a mortal blow on the enemy.
Flame Sabre	7000	Ce/Ed Lo/Te	A Fire Elemental weapon, the Flame Sabre increases Battle Power by 108 points.
Blizzard	7000	Ce/Ed Lo/Te	The Blizzard blade randomly casts Ice spells. It increases Battle Power by 108.
Thunder Blade	7000	Ce/Ed Lo/Te	The Thunder Blade increases Battle Power by 108 and randomly casts Bolt spells.
Epee	3000	Ce/Ed Te	The Epee is a light-weight blade that can be used by Terra, Celes and Edgar.
Break Blade	12000	Ce/Ed Te	The Break Blade is crafted of fine, polished stone. It randomly casts Break.
Drainer	No Cost	Ce/Ed Te/Lo	The mighty Drainer absorbs damage as HP and ups Battle Power by 121 points.
Enhancer	10000	Te/Ce Ed	The Enhancer blocks some magic attacks and increases Battle Power by 135.
Crystal	15000	Ce/Ed Te	Terra, Celes and Edgar can use the Crystal Sword, which ups Battle Power by 167.
Falchion	17000	Ce/Ed Lo/Te	The Falchion improves its users evade skills and ups Battle Power by 176 points.



NAME	PRICE	EQUIP	EFFECT
Soul Sabre	No Cost	Ce/Ed Lo/Te	This awesome blade absorbs damage as MP and randomly casts Doom spells.
Ogre Nix	No Cost	Ce/Ed Te	As does the Rune Blade, the Ogre Nix eats up MP until it uses a low MP attack.
Excalibur	No Cost	Ce/Ed Lo/Te	The Excalibur is a Pearl-Elemental Sword. It raises Battle Power by 217 points.
Scimitar	No Cost	Ce/Ed Cy/Te	Swordsmen can use the Scimitar to randomly make mincemeat of their enemies.
Atma Weapon	No Cost	Ce/Ed Lo/Te	No one knows how strong this blade can become. It grows stronger as HP goes up.
Mithril Pike	800	Mo/Ed	The Mithril Pike is a weak Lance that can be used by only Mog and Edgar.

NAME	PRICE	EQUIP	EFFECT
Trident	1700	Mo/Ed	Edgar and Mog can also use the Trident, which increases Battle Power by 93.
Stout Spear	10000	Mo/Ed	A heavier lance, the Stout Spear, increase Battle Power by 112 points.
Partisan	13000	Mo/Ed	Strong and hefty, the Partisan is expensive. It ups Battle Power by 150 points.
Pearl Lance	No Cost	Mo/Ed	The Pearl Lance randomly casts Pearl spells. It increases Battle Power by 194.
Gold Lance	12000	Mo/Ed	Although it is crafted of gold, this lance has no special power or strength.
Aura Lance	No Cost	Mo/Ed	A powerful lance for Edgar and Mog, the Aura Lance ups Battle Power by 227.
Imp Halberd	No Cost	All but Umaro	Only characters who have been made Imps can equip and use the Imp Halberd.
Imperial	No Cost	Sh	The Imperial Dirk is a mysterious weapon that only Shadow can equip and use.
Kodachi	1200	Sh	Another weapon that only Shadow can use, the Kodachi ups Battle Power by 93.
Blossom	3200	Sh	The Blossom blade attacks with the wind. Only Shadow can use the strange weapon.
Hardened	No Cost	Sh	Another of Shadow's weapons, the Hardened blade ups Battle Power by 121.
Striker	No Cost	Sh	The Striker, a blade that Shadow searches for, randomly dispatches enemies.
Stunner	No Cost	Sh	The Stunner randomly casts Stop and increases Shadow's Battle Power by 220.
Ashura	No Cost	Cy	Only Cyan can equip this lightweight knife. It increases his Battle Power by 57.
Kotetsu	800	Cy	The Kotetsu knife, also Cyan's alone, increases his Battle Power by 66 points.
Forged	1200	Cy	A chrysanthemum is etched into the blade of the Forged sword. It's very sharp.
Tempest	No Cost	Cy	The Tempest randomly casts Wind Slash and ups Cyan's Battle Power by 101.
Murasame	No Cost	Cy	Cyan's ability to evade enemy attacks improves when he equips the Murasame.
Aura	No Cost	Cy	The Aura has no magical ability, but it increases Cyan's Battle Power by 162.
Strato	No Cost	Cy	Sharp and heavy, the Strato knife increases Cyan's Battle Power by 199 points.
Sky Render	No Cost	Cy	The strongest of Cyan's weapons, the Sky Render ups his Battle Power by 215.
Heal Rod	No Cost	Go/Re St	The Heal Rod replenishes its bearer's HP and raises Battle Power by 200 points.
Mithril Rod	500	Go/Re St	The lightweight Mithril Rod increases Battle Power by 60. Three can use it.
Fire Rod	3000	Go/Re St	Strago, Relm and Gogo can use the Fire Rod, which casts Fire 2 spells in battle.
Ice Rod	3000	Go/Re St	The Ice Rod ups Battle Power and casts Ice spells when it's used in battle.
Thunder Rod	3000	Go/Re St	The Thunder Rod, which you can either equip or use as an item, casts Bolt 2.
Poison Rod	1500	Go/Re St	The Poison Rod casts Poison when used as an item during battle sequences.
Illumina	No Cost	Ce/Ed Lo/Te	Equal to the mightiest sword, Illumina attacks with power from either row.
Ragnarok	No Cost	Ce/Ed Lo/Te	The words of the Espers are inscribed in the blade of this, the strongest sword.
Pearl Rod	12000	Go/Re St	The Pearl Rod casts a Pearl spell when it's used as an item, then it breaks.
Gravity Rod	1300	Go/Re St	The Gravity Rod casts Quarter when it's used as an item, then it breaks.

NAME	PRICE	EQUIP	EFFECT
Punisher	No Cost	Go/Re St	The Punisher dishes out the punishment, inflicting a mortal blow on an enemy.
Magus Rod	No Cost	Go/Re St	The Magus Rod increases its user's ability to evade the enemy's magic attacks.
ChocoboBrush	No Cost	Re	Only Relm, the artist, can use the Chocobo Brush. It ups her Battle Power by 60.
DaVinci Brush	7000	Re	A slightly finer tool, the DaVinci Brush increases Relm's Battle Power by 100.
Magical Brush	10000	Re	This Brush ups Speed, Stamina and Magic Power. It also ups Battle Power by 130.
Rainbow Brush	No Cost	Re	Relm's powerful Rainbow Brush increases her Battle Power by 146 points.
Shuriken	30	Sh	Shadow can use Shurikens with his Throw command. Their battle strength is 86.
Ninja Star	500	Sh	Stronger than Shuriken weapons, Ninja Stars have Battle Power of 132 points.
Tack Star	No Cost	Sh	Another of Shadow's throwing weapons, Tack Stars have Battle Power of 190.
Flail	2000	Go/Re St/Ce Te	From the back row, the Flail deliver the same damage as it does from the front.
Full Moon	2500	Lo	The Full Moon also causes the same damage from the back row as the front.
Morning Star	5000	Go/Re St/Ce Te	The special Morning Star delivers the same damage from the back as the front.
Boomerang	4500	Lo	The Boomerang hits just as hard from the back row as it does from the front.
Rising Sun	No Cost	Lo	With jagged teeth, this boomerang is even stronger than the Full Moon.
Hawk Eye	6000	Lo	Locke can cause the same damage throwing the Hawk Eye from back row and front.
Bone Club	No Cost	Um	Only mysterious Umaro is capable of hefting and swinging the massive Bone Club.
Sniper	15000	Lo	Locke can sight in on enemies from the back row using the Sniper weapon.
Wing Edge	No Cost	Lo	The Wing Edge randomly delivers mortal blows and can strike from the back row.
Cards	No Cost	Se	Setzer's Cards are marked. They increase his Battle Power by 104 points.
Darts	10000	Se	Setzer is also a Dart thrower. This weapon increases his Battle Power by 115.
Doom Darts	No Cost	Se	Setzer's Doom Darts have a Battle Power of 187 and randomly cast Doom spells.
Trump	13000	Se	Setzer has a Trump card up his sleeve, and it randomly dispatches an enemy.
Dice	5000	Se	Throw the Dice to see how much damage your attack will inflict on the enemy.
Fixed Dice	No Cost	Se	The strength of the Fixed Dice is unknown, but odds are that they're powerful.
Metal Knuckle	No Cost	Sa	Only Sabin can use the Metal Knuckle claws. They raise his Battle Power by 55.
Mithril Claw	800	Sa	Also exclusively Sabin's, Mithril Claws increase his Battle Power by 65 points.
Kaiser	1000	Sa	A Pearl weapon, the Kaiser increases Sabin's Battle Power by 83 points.
Poison Claw	2500	Sa	The Poison Claw randomly poisons an enemy and ups Sabin's Battle Power by 95.
Fire Knuckle	10000	Sa	The Fire Knuckle randomly casts a Fire spell and increases Battle Power by 122.
Dragon Claw	No Cost	Sa	The Dragon Claw is a Pearl Elemental weapon. It increases Battle Power by 188.
Tiger Fangs	No Cost	Sa	The Tiger Fangs are Sabin's most powerful tool. They up his Battle Power by 215.

ARMOR

Attacking is important, but you must also protect yourself by wearing armor or defensive items like clothes and hats. The Optimum setting is usually best, but some situations call for special defenses.

COST

Most armor items can be purchased, for a price, in the armor shops found in towns, but some must be found or earned.

EQUIP KEY

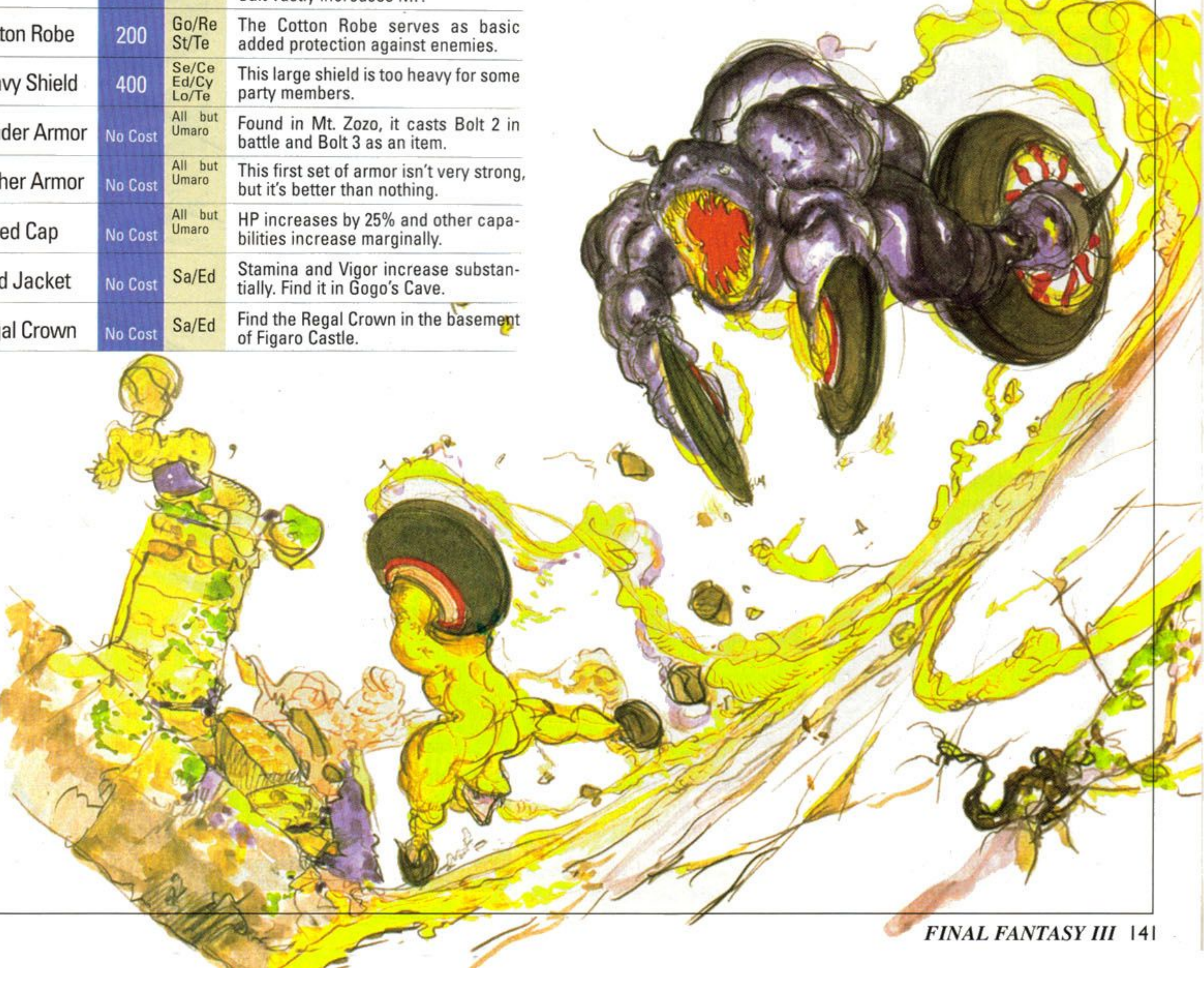
The chart shows which characters can Equip which items. Te=Terra, Lo=Locke, Ed=Edgar, Sa=Sabin, Cy=Cyan, Ga=Gau, Ce=Celes, Se=Setzer, Mo=Mog, St=Strago, Sh=Shadow, Re=Relm, Um=Umaro, Go=Gogo

EFFECT

The effect of equipping and using the indicated piece of armor, or how to find it, is described here.

NAME	PRICE	EQUIP	EFFECT
Imp's Armor	No Cost	All but Umaro	Steal it from Tyranosaur or win it from Sprinter. Equip on Imps.
Iron Armor	700	Se/Ce Ed/Cy Lo/Te	Although fairly solid, the Iron Armor slows you down.
Iron Helmet	1000	Ga/Se/Ce Ed/Cy Lo/Te	Another heavy piece of iron armor, the helmet slows you down.
Ice Shield	No Cost	All but Umaro	Found in Mt. Zozo, it multiplies Ice x 5. Use it as an item, too.
Aegis Shield	No Cost	All but Umaro	Also found in Mt. Zozo, it protects against most spell attacks.
Thornlet	No Cost	All but Umaro	Your HP slowly decreases if you Equip a character with this.
Paladin Shield	No Cost	All but Umaro	This is a strong shield for a true hero. You have to earn it.
Leather Hat	No Cost	All but Umaro	The lowest level of head gear, the Leather Hat can't be bought.
Crystal Shield	7000	Se/Ce Ed/Cy Te	Although it doesn't have magical abilities, it is very hard.
Crystal Helm	10000	Se/Ce Ed/Te	Like iron items, Crystal stuff weighs you down.
Crystal Mail	17000	Se/Ce Ed/Cy Lo/Te	The Crystal Mail is a step up from the iron armor.
Dark Gear	13000	Go/Ga Se/Sa Sh/Lo	This is a stealth suit. While wearing it, enemies can't find you.
Dark Hood	7500	Go/Ga Mo/Sa Sh/Lo	Use this item in conjunction with the Dark Gear for invisibility.
Green Beret	3000	All but Umaro	Your HP will increase by 10% when you wear the Green Beret.
Kung Fu Suit	250	Ga/Sa Sh/Lo	Designed by a ninja master, the Kung Fu Suit is best for Shadow.
Genji Helmet	No Cost	All but Umaro	The Genji Helmet protects against spells. Find it at Darill's Tomb.
Genji Shield	No Cost	All but Umaro	Your defensive ability increases. Find it in Kefka's Tower.
Genji Armor	No Cost	Se/Ce Ed/Cy/Lo Te/Sh	Find this in Gogo's Cave. It protects against magic and more.
Tortoise Shield	No Cost	All but Umaro	Win this from Geckorex. It cures Imp status. Also use as an item.
Gold Armor	10000	Mo/Se Ce/Ed Cy/Te	This is a strong, medium-level armor for attack protection.
Gold Shield	2500	Mo/Se Ce/Ed Cy/Te	To buy a Gold Shield, you'll spend more than it's worth.
Gold Helmet	4000	Mo/Ce Ed/Cy Te	It matches your Gold Armor nicely, but it's expensive.
Tabby Suit	No Cost	Re/St	Find it where Espers meet. It increases Speed, Vigor, Stamina and MP.
Circlet	7000	All but Umaro	The Circlet increases Speed by 1, Vigor by 2, MP by 4, and Stamina by 3.
Titanium	No Cost	All but Umaro	Helps cure Imp Status. Steal this item from the Tumbleweed.
Magus Hat	600	Go/Mo Re/St Se/Te	Your MP will increase by 5 if you Equip this hat.
Bard's Hat	3000	All but Umaro	You'll increase your MP by 10% when you wear this.
Ninja Gear	1100	Go/Ga Se/Sa Sh/Lo	The Ninja Gear increases the wearer's speed by 2.
Silk Robe	600	Go/Mo Re/St Ce/Te	Don't expect much from the Silk Robe. Your MP goes up by 1.
Mystery Veil	5500	Re/Ce Te	Once a dancer used this veil. It increases your speed and MP.
Snow Muffler	No Cost	Um/Ga Mo	Only Umaro, Gau and Gogo can Equip this to increase their defenses.
Tiger Mask	2500	Ga/Sa	Speed increases 2, Vigor goes up 3 and Stamina 1.
Diamond Helm	8000	Se/Ce Ed/Cy Te	Diamonds are a step up from gold for protection and good looks.
Diamond Shield	3500	Se/Ce Ed/Cy Te	Not much can penetrate this hard shield of diamonds.
Diamond Vest	12000	Except Re/St Um	This vest coat of diamonds protects your heart and soul.
Diamond Armor	15000	Se/Ce Ed/Cy Te	Like all diamond armor pieces, this suit protects against attack.
Gaia Gear	6000	All but Um/Cy Ed	When hit by an Earth elemental spell, your HP will recover.
Oath Veil	9000	Re/Ce Te	Only female party members are able to wear this protective veil.
Power Sash	5000	Ga/Sa Sh/Cy Lo	Increase your Speed by 1, your Vigor by 5 and Stamina 5.
Cursed Shield	No Cost	All but Um	Found in Narshe, the Cursed Shield has its unique purpose.
Chocobo Suit	No Cost	Re/St	Pick up some speed with this Chocobo costume.
Tiara	3000	Re/Ce Te	Female characters can increase their MP by 2 points.
Tao Robe	13000	Go/Re St	Magic users only can use this to increase MP by 5.
Nutkin Suit	No Cost	Re/St	Dress up like a squirrel and pick up 7 speed points.
Cat Hood	No Cost	Re	Get this in the Colosseum and double your prize winnings.
Headband	16000	Ga/Mo Sa/Sh Cy/Lo	The Headband increases in Speed by 1, Vigor by 3 and Stamina by 2.
Plumed Hat	250	All but Um	The plumed hat makes a great disguise.
Buckler	200	All but Um	The most basic shield, this device is made of wood and leather.
Bandana	800	All but Um	The Bandana, a basic item, ups your defense by 16 points.
Light Robe	11000	Go/Re St	The shimmering Light Robe increases the wearer's MP by 2.
Coronet	No Cost	Re	The Coronet gem stone increases Speed by 2 and MP by 4.
Force Armor	No Cost	Se/Ce Ed/Cy Lo/Te	This powerful suit is found only in Kefka's Tower.
Force Shield	No Cost	Except Um	Found in Kefka's Tower, this shield reflects magic.

NAME	PRICE	EQUIP	EFFECT
Flame Shield	No Cost	All but Umaro	Hidden in the Phoenix Cave, the shield casts Fire 3.
Czarina Gown	No Cost	Re	Darill's Tomb holds this gown, which increases most categories.
Hair Band	150	Re/Ce Te	Female characters can wear this for minor added protection.
Behemoth Suit	No Cost	Re/St	Wear this suit to Increase Speed, Vigor, MP and Stamina.
Beret	3500	Re	Relm wears this for better Sketch results.
White Dress	2200	Re/Ce Te	Female characters gain 5 MP by donning this dress.
Mithril Shield	1200	All but Umaro	Everyone can use this shield because it's extremely light.
Mithril Vest	1200	All but Umaro	Mithril devices protect wearers against physical attacks.
Mithril Helm	2000	Go/Ga/Se Ce/Ed/Sh Cy/Lo/Te	All Mithril devices are extra light and strong.
Mithril Mail	3500	Se/Ce Ed/Cy Lo/Te	A coat of lightweight ringlets fit for a hobbit prince.
Minerva	No Cost	Ce/Te	MP increases 25% if you find this in Kefka's Tower.
Mirage Vest	No Cost	All but Umaro	Wear this vest to fool enemies and increase your Speed by 6 points.
Moogle Suit	No Cost	Re/St	Found in Owzer's House, the Moogle Suit vastly increases MP.
Cotton Robe	200	Go/Re St/Te	The Cotton Robe serves as basic added protection against enemies.
Heavy Shield	400	Se/Ce Ed/Cy Lo/Te	This large shield is too heavy for some party members.
Thunder Armor	No Cost	All but Umaro	Found in Mt. Zozo, it casts Bolt 2 in battle and Bolt 3 as an item.
Leather Armor	No Cost	All but Umaro	This first set of armor isn't very strong, but it's better than nothing.
Red Cap	No Cost	All but Umaro	HP increases by 25% and other capabilities increase marginally.
Red Jacket	No Cost	Sa/Ed	Stamina and Vigor increase substantially. Find it in Gogo's Cave.
Regal Crown	No Cost	Sa/Ed	Find the Regal Crown in the basement of Figaro Castle.



ESPERS

When the Espers that you meet give you their powers by way of Magicite, you'll have the ability to learn their spells. To learn spells, go to the Skills menu and select an Esper. All of the Magic Points you earn in battle will count towards learning that Esper's spells. When the spells reach 100%, the character who learned the spells can then use them.

Kirin

Level Up Bonus
Nothing

A recovery spell, Kirin lets its user gradually recover HP. You'll find this life-guarding Esper in Zozo.

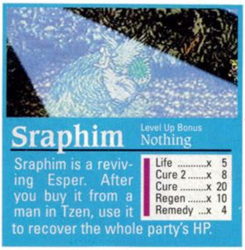
Cure	x 5
Cure 2	x 1
Regen	x 4
Antidot	x 4
Scan	x 5

Unicorn

Level Up Bonus
Nothing

Unicorn's Heal Horn can Remedy everyone in the party at once. Look for it in the Magitek Research Facility.

Cure 2	x 4
Remedy	x 3
Dispel	x 2
Safe	x 1
Shell	x 1



Sraphim

Level Up Bonus
Nothing

Sraphim is a reviving Esper. After you buy it from a man in Tzen, use it to recover the whole party's HP.

Life	x 5
Cure 2	x 8
Cure	x 20
Regen	x 10
Remedy	x 4

Starlet

Level Up Bonus
Power+2

You'll receive Starlet after you defeat Chadarnook in Jidoor. Its Group *Hug heals the entire party at once.*

Cure	x 25
Cure 2	x 16
Cure 3	x 1
Regen	x 20
Remedy	x 20

Phoenix

Level Up Bonus
Nothing

The Phoenix's Rebirth spell brings all members back to life. Find it in the Phoenix Cave; use it in battle.

Life	x 10
Life 2	x 2
Life 3	x 1
Cure 3	x 2
Fire 3	x 3

Palidor

Level Up Bonus
Nothing

Your whole party can Jump attack using Palidor's Sonic Dive. Look for it on a beach on the Solitary Island.

Haste	x 20
Slow	x 20
Haste 2	x 2
Slow 2	x 2
Float	x 5

Ifrit

Level Up Bonus
Power+1

The Ifrit Esper is inside the Magitek Research Facility. Its Inferno spell fries all on-screen enemies.

Fire	x 10
Fire 2	x 5
Drain	x 1

Shiva

Level Up Bonus
Nothing

Shiva's Gem Dust freezes all enemies. You'll receive it after a battle in the Magitek Research Facility.

Ice	x 10
Ice 2	x 5
Rasp	x 4
Osmose	x 4
Cure	x 3

Maduin

Level Up Bonus
Magic Power+1

Maduin is another Esper that you'll receive in the Magitek Research Facility. Attack with its Chaos Wing.

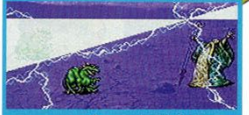
Fire 2	x 3
Ice 2	x 3
Bolt 2	x 3

Bismark

Level Up Bonus
Power+2

Take Bismark from the Magitek Research Facility and use its Sea Song to sweep through all enemies at once.

Fire	x 20
Ice	x 20
Bolt	x 20
Life	x 2



Ramuh

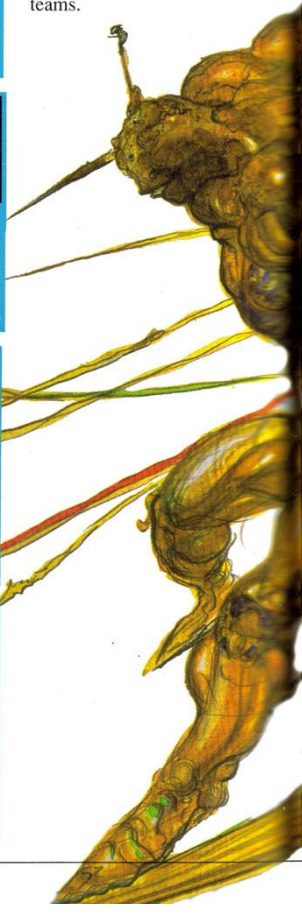
Level Up Bonus
Power+1

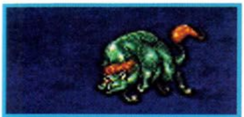
Ramuh, an Esper that you'll find in Zozo, features the Bolt Fist spell that strikes all enemies.

Bolt	x 10
Bolt 2	x 2
Poison	x 5

The Way with Espers

Just because one of your party members has learned an Esper's spells doesn't mean that the others can use them. All characters have to learn Espers on their own, so be sure to switch to a new Esper when the spells they're equipped with reach 100%. Have all characters learn as many as possible, because when you have to man more than one team, you want to have strong members on all teams.



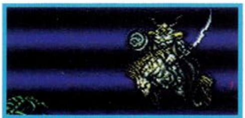


Shoat

Level Up Bonus
HP+10%

Bio	x 8
Break	x 5
Doom	x 2

Shoat is in the Magitek Research Facility, too. Use its Demon Eye spell to petrify your enemies.

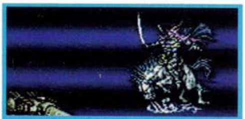


Odin

Level Up Bonus
Agility+1

Meteor	x 1

You'll receive Odin's Magicite in the Ancient Castle. Use its Atom Edge to slash through all enemies.

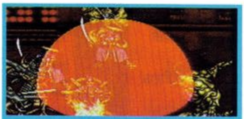


Raiden

Level Up Bonus
Power+2

Quick	x 1

Odin becomes Raiden in the basement of the Ancient Castle. Its most powerful spell is Turf Edge.

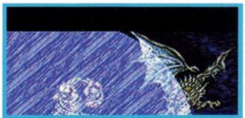


Crusader

Level Up Bonus
MP+50%

Merton	x 1
Meteor	x 10

When you defeat all eight dragons, you'll get the Crusader Esper. Its Purifier spell causes serious damage.

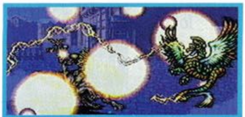


Bahamut

Level Up Bonus
HP+50%

Flare	x 2

You'll earn the Bahamut Esper by defeating Doom Gaze. No enemy can block its awesome Sun Flare spell.

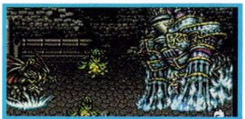


Tritoch

Level Up Bonus
Magic Power+2

Fire	x 1
Ice 3	x 1
Bolt 3	x 1

Tritoch, which holds the power of fire and ice, is in the caves near Narshe. Defeat Tritoch to get it.

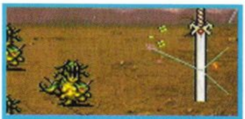


Alexander

Level Up Bonus
Nothing

Pearl	x 2
Shell	x 10
Safe	x 10
Dispel	x 10
Remedy	x 15

Find the Alexandr Esper in Cyan's dream, which you experience in Doma Castle. Its Justice spell strikes all.

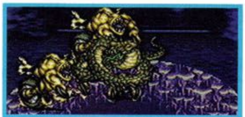


Ragnarok

Level Up Bonus
Nothing

Ultima	x 1

You can obtain Ragnarok in the basement of the Weapon Shop in Narshe if Locke is with of your party.

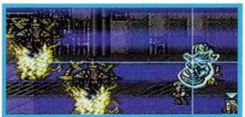


Terrato

Level Up Bonus
HP+30%

Quake	x 3
Quartr	x 1
W Wind	x 1

Pluck the Terrato stone from the statue in Umaro's Cave. Use its Earth Aura to severely damage all enemies.

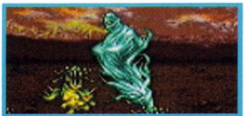


Carbunkl

Level Up Bonus
Nothing

Reflect	x 5
Haste	x 3
Shell	x 2
Safe	x 2
Warp	x 2

The Magitek Research Facility also holds the Carbunkl Esper. Its Ruby Power reflects enemies' spells.

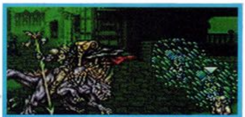


Phantom

Level Up Bonus
MP+10%

Bserk	x 3
Vanish	x 3
Demi	x 5

Phantom's Fader spell makes all of your party members vanish. It is also in the Magitek Research Facility.

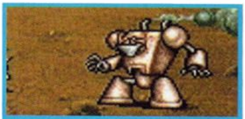


ZoneSeek

Level Up Bonus
Magic Power+2

Rasp	x 20
Osmose	x 15
Shell	x 5

Bid skillfully in Jidoor's Auction House to get the ZoneSeek Esper. Use its Wall spell for protection.

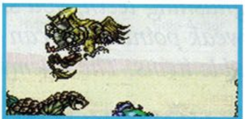


Golem

Level Up Bonus
Nothing

Safe	x 5
Stop	x 5
Cure 2	x 5

You can also purchase the Golem Esper at the Auction House. Its Earth Wall spell protects the whole party.

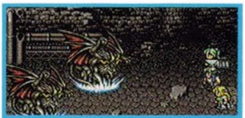


Stray

Level Up Bonus
Magic Power+1

Muddle	x 7
Imp	x 5
Float	x 2

The Stray Esper can be found in Zozo. Use its Cat Rain spell to confuse all of the enemies on the screen.

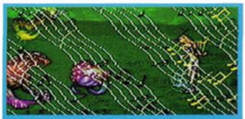


Fenrir

Level Up Bonus
MP+30%

Warp	x 10
X-Zone	x 5
Stop	x 3

You'll receive the Fenrir Esper after defeating Phunbaba in Mobliz. Its Moon Song spell clones your fighters.



Siren

Level Up Bonus
HP+10%

Sleep	x 10
Mute	x 8
Slow	x 7
Fire	x 6

The Siren's Hope Song spell is capable of silencing your enemies. You'll find it somewhere in Zozo.

ENEMY GUIDE

CELES 3142
LOCKE 2265
TERRA 2988

The one thing of which you can be sure is that enemies lurk around every corner. Some of them fight for the Empire and Kefka, but many have agendas of their own. Your foes range from soldiers and Magitek weapons to roving monsters. In preparation for facing weapons, spells and gnashing teeth, you should study enemy weak points. You can also win or steal valuable items. The Enemy Guide covers it all.

KNOW YOUR ENEMIES

The following chart contains vital information about each of the enemies you'll face in the world of FF3. You can learn the total strength of enemies, their weaknesses, and what items you can get from them. Use this information to plan your attacks.

NAME

The enemy's name may suggest an attack. For instance, use Fire spells against the Ice Dragon.

WEAKNESS

Many enemies have weaknesses that you should attack and exploit.

☼ SPIRIT 🔥 FIRE ❄ ICE
🌀 WIND 💧 WATER
☠ POISON ⚡ LIGHTNING
⛰ EARTH

ITEMS

Some foes carry items that you can steal or that they drop if you beat them.

HEALTH POINTS

Just like your HP, the enemy's HP is an indication of its strength and stamina.

NAME	HP	WEAKNESS	STEAL	WIN
Dirt Dragon	28500	💧 🌀	Nothing	Nothing
Earth Guard	1	💧	Megalixir	Nothing
Fortis	9800	💧 ⚡	Drill	Nothing
Lethal Weapon	9200	💧 ⚡	Debilitator	Nothing
Veteran	10000	None	Earrings	Nothing
Outsider	8050	☼	Break Blade	Nothing
Actaneon	230	🔥 ⚡	Potion	Nothing
Hemophyte	6800	None	Tack Star	Nothing
Primordite	145	⚡	Tonic, Eyedrop	Nothing
Opinicus	3210	☼ 🔥	Warp Stone	Warp Stone
Aspik	220	🔥	Tonic	X-Potion
Adamanchyt	1305	None	Gold Shield	Nothing
Anemone	2000	🔥 ⚡	Nothing	Green Cherry
Apokryphos	1900	💧 ☼ ⚡	Cure Ring	Nothing
Tap Dancer	4452	☠	Sword Breaker, Dirk	Nothing
Areneid	87	💧 ❄	Potion, Tonic	Tonic
Rain Man	2722	💧 ❄ ☼	Nothing	Nothing
Atma Weapon	24000	None	Nothing	Nothing
Atma	55000	None	Nothing	Nothing
Wrexsoul	23066	❄	Cure Ring	Stunner
Grease Monk	132	☠	Buckler, Tonic	Nothing
Coelecite	480	❄	Potion, Antidote	Antidote
Exoray	1200	☼ 🔥	Nothing	Revivify
Gold Dragon	32400	💧	Nothing	Nothing
Io	7862	💧 ☼ ⚡	Nothing	Nothing
Innoc	6600	💧 ⚡	Bio Blaster	Nothing

NAME	HP	WEAK-NESS	STEAL	WIN
Ifrit	3300	❄	Nothing	Nothing
Ipooh	360	🔥	Potion	Sneak Ring
Nautiloid	236	🔥 ⚡	Potion, Tonic	Eyedrop
Ceritops	2000	🔥	Nothing	White Cape, Green Cherry
Covert	4530	☀	Tack Star, Shuriken	Nothing
Inferno	30800	⚡	Nothing	Nothing
Vulture	412	🌀	Fenix Down, Potion	Fenix Down
Madam	8150	☠	Goggles	Nothing
Harvester	428	☠	Dragoon Boots, Goggles	Barrier Ring
Tritoch	30000	🔥	Nothing	Nothing
1st Class	180	☠	Tonic	Nothing
Wizard	1677	☠ ⚡	Ice Rod, Thunder Rod	Fire Rod
Allosaurus	3000	☀ 🔥	Nothing	Nothing
Were-Rat	24	🔥	Tonic	Tonic
Warlock	1300	☠ ⚡	Warp Stone	Warp Stone
Uroburos	50	❄	Fenix Down	Fenix Down
Air Force	8000	💧 ⚡	Elixir	Czarina Ring
Power Demon	2058	☀ 🔥	Diamond Vest, Potion	Amulet, Revivify
Enuo	4635	☀	X-Potion	Nothing
Beakor	290	🔥	Potion, Eyedrop	Potion
Hornet	92	🔥	Tonic	Nothing
Hidonite	3500	⛰	Nothing	Nothing
Whisper	230	☀ 🔥	Potion	Soft
Over-Mind	390	☀ 🔥	Potion	Revivify, Green Cherry
Brontaur	10050	❄	Dried Meat	Nothing
Latimeria	1700	⚡	Gaia Gear	Antidote
Pipsqueak	250	💧 ⚡	Tonic	Nothing
Tomb Thumb	2000	💧 ⚡	Nothing	Green Cherry
Piranha	10	⚡	Nothing	Tonic
Scrapper	1759	None	Thief's Glove	Air Lancet
Ultros	3000	⚡ 🔥	Nothing	Dried Meat

NAME	HP	WEAK-NESS	STEAL	WIN
Chaos Dragon	9013	❄	Fenix Down	Fenix Down
Officer	102	☠	Potion, Tonic	Nothing
Ogor	4211	☠ ⚡	Murasame, Ashura	Revivify
Vindr	885	🔥	Chocobo Suit	Nothing
Trilobiter	150	None	Tonic, Antidote	Nothing
Guardian	60000	💧 ⚡	Nothing	Nothing
Guard	40	☠	Potion, Tonic	Tonic
Marshal	420	☠ 🔥	Mithril Knife	Potion
Gabbldegak	350	☠	Fenix Down, Eyedrop	Nothing
Aquila	6013	❄	Economizer, Fenix Down	Fenix Down
Red Wolf	1510	None	Tonic	Tonic
Scullion	27000	💧 ⚡	Air Anchor	Nothing
Chimera	2237	None	Hyper Wrist	Gold Armor
Maliga	952	💧 ⚡ ❄	Tonic	Nothing
Nohrabbit	75	💧	Remedy	Potion
Gilomantis	1412	🔥	Poison Claw	Nothing
Sr. Behemoth	19000	☠ 🔥	Murasame	Behemoth Suit
Gigan Toad	458	❄	Nothing	Sleeping Bag
Gigantos	6000	☠	Elixir, X-Potion	Hardened
Wild Cat	1115	💧 🔥	Tabby Suit	Nothing
Hazer	120	☀	Potion	Tonic
Eland	2470	⚡	Warp Stone	Warp Stone
Trixter	3815	☀	Fenix Down	Fenix Down
Crane (Right)	2300	💧 ⚡	Debilitator, Potion	Nothing
Crane (Left)	1800	💧	Noise Blaster	Nothing
Crawler	3200	❄	Remedy	Nothing
Borras	4771	☠	Muscle Belt, Potion	Nothing
Weed Feeder	480	🌀 🔥	Antidote	Echo Screen
Mantodea	4500	🔥	Imp Halberd	Nothing
GT Behemoth	11000	None	Tiger Fangs	Nothing
Gloom Shell	2905	❄	Potion	Nothing

NAME	HP	WEAK-NESS	STEAL	WIN
Grenade	3000	💧 ❄	Fire Skean	Nothing
Striker	11000	🔥	Nothing	Nothing
Kefka	3000	None	Elixir, Tincture	Peace Ring
Karkass	3850	☀ 🔥	Soul Sabre	Mithril Blade
Barb-E	3062	💀	Nothing	Nothing
Brainpan	1300	☀ 🔥 ⚡	Earrings	Nothing
Commander	102	💀	Tonic	Nothing
Rhyos	7191	None	Gold Lance	Nothing
Ghost	226	☀ 🔥	Tonic	Tonic
Vermin	499	❄	Antidote, Potion	Potion
Tusker	270	🔥	Potion, Tonic	Soft
Commando	580	⚡ 💧	Mithril Vest, Tent	Tent
Psychot	900	❄	Nothing	Nothing
Goblin	5555	☀	Mithril Glove	Nothing
Telstar	1800	⚡ 💧	Nothing	Nothing
Cactrot	3	💧 ❄	Soft	Soft
Samurai	3000	💀	Nothing	Nothing
Katana Soul	37620	💀	Strato, Tempest, Murasame	Offering
Sand Horse	1025	💧 ❄	Potion	Nothing
Brawler	137	❄	Bandana	Tonic
Sea Flower	4200	⚡ ❄	Fenix Down	Fenix Down
Cadet	380	💀	Tonic	Tonic
Exocite	196	⚡ 🔥	Potion, Tonic	Tonic
Rhobite	135	💧	Potion	Tonic
Sky Cap	3262	💧 🌀 ⚡	Nothing	Nothing
Tentacle	7000	❄ 💧	Nothing	Nothing
Lobo	27	🔥	Tonic	Tonic
Sp. Force	700	💀	Tonic	Magicite
Shiva	3000	🔥	Nothing	Nothing
Siegfried	100	None	Nothing	Green Cherry
General	650	💀	Mithril Shield, Tonic	Green Cherry

NAME	HP	WEAK-NESS	STEAL	WIN
Junk	2000	💧 ⚡	Noise Blaster	Nothing
Templar	205	💀	Potion, Tonic	Potion
Joker	467	💀 ⚡	Green Beret, Tonic	Mithril Rod
Moe	12500	None	Nothing	Nothing
Sky Armor	900	🌀 ⚡	Tincture	Nothing
Skull Dragon	32800	☀ 🔥	Nothing	Nothing
Scorpion	290	None	Tonic	Tonic
Sewer Rat	299	🔥	Potion	Nothing
Storm Dragon	42000	⚡	Nothing	Nothing
Ursus	2409	🔥	Sneak Ring	Nothing
Stray Cat	156	None	Potion	Tonic
Spit Fire	1400	🌀 ⚡	Elixir, Tincture	Tincture
Vaporite	15	☀ 🔥	Tonic	Tonic
Sprinter	4500	⚡	Nothing	Imp's Armor
Spectre	235	🌀 ⚡	Ice Rod, Tonic	Tonic
Hoover	12018	💧 ❄	Remedy	Nothing
Cirpius	134	None	Tonic, Antidote	Nothing
Crass Hopper	243	🌀 🔥	Antidote	Potion
Parasoul	2077	❄	Fenix Down	Fenix Down
Larry	10000	🔥	Nothing	Nothing
Trooper	255	💀	Mithril Blade, Tonic	Nothing
Soul Saver	3066	❄	Nothing	Nothing
Slatter	2600	☀	Warp Stone	Warp Stone
Grunt	100	None	Tonic	Tonic
Zone Eater	7700	☀	Warp Stone	Nothing
Hermit Crab	305	💧	Potion	Warp Stone
Leader	456	None	Nothing	Fenix Down, Black Belt
Dark Side	255	☀ 🔥	Tonic	Potion
Didalos	12280	☀ 🔥	Coronet	Nothing
Dadaluma	3270	💀	Sneak Ring, Jewel Ring	Thief's Knife, Headband
Dante	1945	💀	Diamond Helm	Gold Shield

NAME	HP	WEAKNESS	STEAL	WIN
Chaser	1202	💧 ⚡	Noise Blaster	Nothing
Cluck	2366	❄	Warp Stone	Warp Stone
Critic	1200	None	Nothing	Nothing
Chadarnook (Demon)	56000	🔥	Nothing	Nothing
Chadarnook (Woman)	30000	🔥 ☀	Nothing	Nothing
Kiwok	2000	❄	Nothing	White Cape, Green Cherry
Tyranosaur	12770	❄	Nothing	Imp's Halberd
Soldier	100	💀	Tonic, Potion	Tonic
Chupon	10000	💧 ❄	Dirk	Nothing
Trilium	147	🔥	Remedy, Tonic	Nothing
Deep Eye	1334	🔥	Eyedrop	Nothing
Anguiform	315	⚡	Potion	Fenix Down
Tunnel Armor	1300	💧 ⚡	Bio Blaster, Air Lancet	Elixir
Sand Ray	67	💧 ❄	Antidote	Antidote
Doom Gaze	55555	☀ 🔥	Nothing	Nothing
Rhinox	800	None	Flash	Nothing
Allover	8000	☀ 🔥	Nothing	Nothing
Sky Base	6000	💧 ⚡	Flash	Nothing
Osteosaur	1584	☀ 🔥	Remedy	Revivify
Oephaler	420	⚡	Remedy, Potion	Nothing
Buffalax	2252	💧 🔥	Diamond Vest, Tincture	Nothing
Crawly	122	🔥	Remedy, Tonic	Nothing
Dueller	7200	💧 ⚡	Chain Saw	Nothing
Dullahan	23450	🔥	Genji Glove, X-Potion	Nothing
Delta Bug	612	🔥	Tonic	Sleeping Bag
Toe Cutter	2500	🌬 🔥	Poison Rod	Poison Rod
Test Worm	3100	💀	Partisan	Stout Spear
Trapper	555	💧 ⚡	Auto Crossbow	Nothing
Pug	8000	⚡ 🔥	Nothing	Tintinabar
Pugs	14001	🔥	Nothing	Nothing
Master Pug	22000	None	Megalixir, Elixir	Graedus

NAME	HP	WEAKNESS	STEAL	WIN
Doberman	465	🔥	Potion, Tonic	Potion
Cruller	1334	☀ 🔥	Tonic	Nothing
Dragon	7000	⚡	Genji Glove, Potion	Nothing
Zombone	1991	☀ 🔥	Potion, Fenix Down	Fenix Down
Fossil Fang	1399	💧 ☀ ❄ 🔥	Remedy, Revivify	Nothing
Drop	1000	💧 ⚡	Tincture	Tincture
Ralph	620	None	Tiger Mask, Tonic	Potion
pm Stalker	265	☀ 🔥	X-Potion	Nothing
Still Life	4889	🔥	Fake Mustache	Nothing
Number 024	4777	None	Drainer, Rune Edge	Flame Sabre, Blizzard
Number 128	3276	None	Tempest, Tent	Nothing
Ninja	1650	☀ ⚡	Cherub Down	Ninja Star
Soul Dancer	2539	💀	Magical Brush	Nothing
Necromancer	3525	☀ 🔥	Fenix Down	Revivify
Neck Hunter	1334	💀	Dark Hood	Peace Ring
Intangir	32000	None	Magicite	Antidote
Nerapa	2800	☀ ⚡ ❄	Nothing	Nothing
Poppers	1000	🔥	Nothing	Green Cherry
Naughty	3000	☀ ⚡ 🔥	Nothing	Nothing
Repo Man	35	💀	Tonic	Tonic
Humpty	800	☀ 🔥	Green Cherry	Nothing
Woolly	3609	🔥	Hardened, Imperial	Nothing
Bounty Man	285	🔥	Potion	Nothing
Bug	310	❄ 💧	Potion, Soft	Nothing
Geckorex	5000	❄	Tortoise Shield	Tortoise Shield
Harpy	3615	None	Fenix Down	Nothing
Balloon	555	❄ 💧	Fenix Down	Nothing
Wart Puck	3559	🔥	Dried Meat, Flail	Nothing
Vargas	11600	💀	Mithril Claw	Nothing
Bloompire	12	🔥	Echo Screen	Smoke Bomb
Poplium	145	☀ 🔥	Potion	Tonic

NAME	HP	WEAK-NESS	STEAL	WIN
Punisher	2191	None	Bone Club, Rising Sun	Nothing
Parasite	1000	🔥	Tonic	Tonic
Over Grunk	492	🔥	Remedy, Potion	Nothing
Pan Dora	1522	☀ 🔥	Nothing	Nothing
Hidon	25000	⛰ ☀ 🔥	Thornlet, Warp Stone	Warp Stone
Hades Gigas	1200	☠	Atlas Armlet	Nothing
Gold Bear	275	None	Potion, Tonic	Potion
Speck	420	💧 ⚡	Amulet	Nothing
Peepers	1	💧 ❄	Elixir	Nothing
Mesosaur	1112	❄	Antidote	Nothing
Figaliz	4220	❄	Potion	Nothing
Phase	4550	❄	Fenix Down	Fenix Down
Bleary	119	🔥	Tonic	Tonic
Ice Dragon	24400	🔥	Nothing	Nothing
Flame Eater	8400	❄	Flame Sabre	Nothing
Phunbaba	60000	☠	Nothing	Nothing
Brachosaur	46050	❄	Nothing	Nothing
Dark Wind	34	🔥	Tonic	Nothing
Black Dragon	4000	☀ 🔥	Revivify	Tent
Dark Force	8940	☀	Crystal	Nothing
Red Fang	325	None	Tonic	Dried Meat
Baskervor	750	None	Gaia Gear	Potion
Blue Dragon	26900	⚡	Nothing	Nothing
Mind Candy	290	🌀 🔥	Tonic, Soft	Soft
Wirey Dragon	2802	None	Dragoon Boots	Nothing
Flan	255	🔥	Magicite, Tonic	Nothing
Prussian	3300	None	Full Moon	Nothing
Pluto Armor	2850	💧 ⚡	Nothing	Nothing
Presenter	9230	🔥	Nothing	Nothing
Tumble Weed	6200	🔥	Titanium	Nothing
Proto Armor	670	⚡	Mithril Mail, Potion	Bio Blaster

NAME	HP	WEAK-NESS	STEAL	WIN
Prometheus	14500	💧 ⚡	Debilitator	Nothing
Abolisher	860	None	Antidote	Fenix Down
Head	1600	None	Nothing	Fenix Down
Heavy Armor	495	💧 ⚡	Iron Helmet, Tonic	Nothing
Rider	1300	☠ 🔥	Elixir, Mithril Vest	Remedy
Slam Dancer	392	☠	Thief's Knife, Potion	Nothing
Vectagoyle	7500	None	Sword Breaker	Nothing
Vector Pup	166	🔥	Tonic	Nothing
Vectaur	2800	💧 ❄	Ninja Star	Nothing
Behemoth	5800	❄	Running Shoes	X-Potion
Garm	615	💧 ⚡	Fenix Down, Tonic	Nothing
Rhinotaur	232	None	Mithril Claw, Tonic	Potion
White Dragon	18500	None	Nothing	Nothing
Specter	1500	☀ 🔥	Nothing	Magicite
Bogy	1318	None	Potion	Nothing
Fidor	355	🔥	Potion, Fenix Down	Nothing
Slurm	505	🔥	Potion	Nothing
Bomb	160	💧 ❄	Tonic, Potion	Potion
Orog	1584	☀ 🔥	Amulet	Amulet, Revivify
Apparite	781	☀ ❄	Potion, Revivify	Revivify
Displayer	3826	☀ 🔥	Warp Stone	Warp Stone
Crusher	2095	🔥	Super Ball	Super Ball
Mag Roader	1380	None	Shuriken, Bolt Edge	Fire Skean
Mag Roader	1777	None	Shuriken, Bolt Edge	Water Edge
Mag Roader	250	❄	Shuriken, Bolt Edge	Fire Skean
Mag Roader	420	🔥	Shuriken, Bolt Edge	Water Edge
Magic Urn	100	None	Elixir, Tonic	Nothing
Mage Master	50000	None	Nothing	Nothing
Doom Dragon	18008	None	Pod Bracelet	Nothing
M-Tek Armor	210	⚡	Potion, Tonic	Potion
L.10 Magic	1000	☀ 🔥	Tincture	Tincture

NAME	HP	WEAK-NESS	STEAL	WIN
L.20 Magic	2000	None	Tincture	Tincture
L.30 Magic	3000	💀	Tincture	Tincture
L.40 Magic	4000	⚡	Tincture	Tincture
L.50 Magic	5000	☀ 🔥	Ether	Tincture
L.60 Magic	6000	🔥	Ether	Tincture
L.70 Magic	7000	💧 ❄	Ether	Tincture
L.80 Magic	8000	💀	Ether	Tincture
L.90 Magic	9000	None	Ether	Tincture
Harpiai	1418	🌀	Fenix Down	Nothing
Ghost Train	1900	☀ ⚡ 🔥	Nothing	Tent
Mandrake	1150	🔥	Potion	Remedy
Missile Bay	3000	💧 ⚡	Debilitator	Nothing
Dahling	3580	💀	Moggle Suit	Nothing
Misfit	1750	☀ 🔥	Back Guard	Nothing
Rhodox	119	None	Tonic, Antidote	Nothing
Muus	900	None	Magicite	Nothing
Steroidite	25000	☀	Thunder Shield	Nothing
Mover	120	None	Super Ball	Magicite
Hipocamps	2444	☀ 🔥	Warp Stone	Warp Stone
Chitonid	1111	⚡	Potion	Remedy
Mega Armor	1000	💧 ⚡	Potion	Nothing
Vomammoth	115	🔥	Potion, Tonic	Potion
Iron Hitman	2000	💧 ⚡	Auto Crossbow	Nothing
Iron Fist	333	None	Headband, Tonic	Mithril Knife
Mad Oscar	2900	🔥	X-Potion	Remedy, Revivify
Evil Oscar	7000	🔥	Echo Screen	Nothing
Whelk	50000	None	Nothing	Tincture
Whelk Head	9485	🔥	Nothing	Nothing
Retainer	7050	💀	Aura	Nothing
Suriander	2912	☀	Nothing	Nothing
Right Blade	400	None	Tincture	Fenix Down

NAME	HP	WEAK-NESS	STEAL	WIN
Rough	8000	❄	Nothing	Nothing
Land Worm	12000	❄	X-Potion	Nothing
Insecare	977	🌀 🔥	Echo Screen	Smoke Bomb
Reach Frog	3511	❄	Tack Star, Potion	Nothing
Spek Tor	250	💧	X-Potion	Nothing
Lizard	1280	❄	Drainer	Soft
Rizopas	775	None	Nothing	Remedy
Lich	590	☀	Potion Rod, Green Cherry	Green Cherry
Chicken Lip	545	❄	Sleeping Bag, Tonic	Nothing
Still Going	200	☀ 🔥	Nothing	Potion
Leafer	33	💧 🔥	Tonic	Tonic
Rinn	110	☀ 🔥	Tonic	Nothing
Nastidon	1877	🔥	Potion, Tonic	Potion
Osprey	850	❄	Nothing	Echo Screen
Boxed Set	4020	☀	Antidote	Nothing
Lunaris	582	None	Potion	Nothing
Luridan	2079	🌀 🔥	Potion	Nothing
Laser Gun	3300	💧 ⚡	X-Ether	Nothing
Curley	15000	💧 ❄	Nothing	Nothing
Pterodon	380	🔥	Guardian, Mithril Knife	Potion
Red Dragon	30000	💧 ❄	Nothing	Nothing
Gobbler	470	None	Potion, Green Cherry	Nothing
Left Blade	700	None	Tincture	Fenix Down
Ing	1100	💧 ☀	Amulet	Revivify
Nightshade	2200	🔥	Nutkin Suit	Nothing
Wyvern	892	❄	Dragoon Boots, Tonic	Nothing
Wild Rat	160	🔥	Tonic	Nothing

COLOSSEUM

Fighting for Fun and Profit

The man from the World of Balance who wanted to own an arena where great fighters would compete gets his wish in the World of Ruin. Soldiers, brawlers and monsters of all sorts flock to his arena, where they fight for fun and, sometimes, profit. You can win some items here that can't be found anywhere else.

Using the Chart

This chart shows what you need to bet to win the items listed. If you wager the item in the Bet column, you'll face the enemy in the Opponent column. If you defeat that opponent, you'll earn the item listed in the Win column.

BET

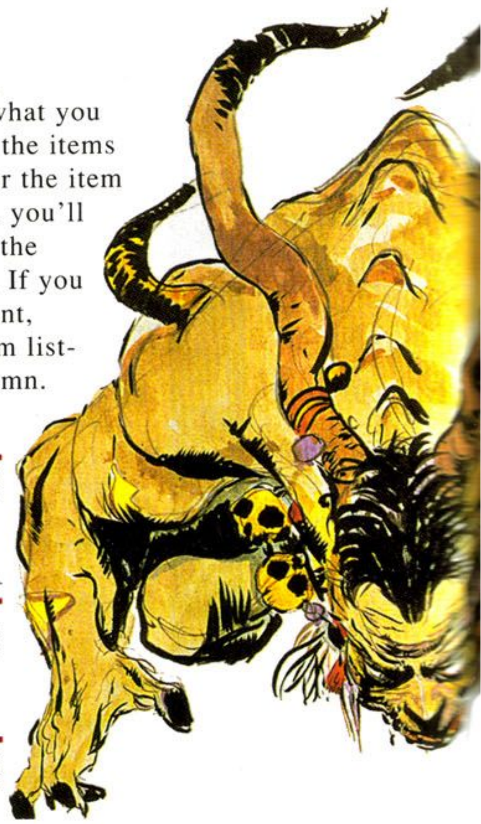
Give it a try, but remember that you have to bet something valuable in order to win something valuable.

OPPONENT

If you bet something unimportant, you'll face Chupon, who is likely to Sneeze at insignificant items.

WIN

Some of the things that you can win are rare items that you can obtain only by winning them here.



BET	OPPONENT	WIN
Imp's Armor	**Rhyos**	Tortoise Shield
Ice Shield	**Innoc**	Flame Shield
Blizzard	**Scullion**	Ogre Nix
Assassin	**Test Rider**	Sword Breaker
Strato	**Aquila**	Pearl Lance
Atma Weapon	**GT Behemoth**	Graedus
Aegis Shield	**Borras**	Tortoise Shield
Fixed Dice	**Trixter**	Fire Knuckle
Rage Ring	**Allosaurus**	Blizzard Orb
Trump	**Allosaurus**	Trump
Striker	**Chupon**	Striker
Thornlet	**Opinicus**	Mirage Vest
Magus Rod	**Allosaurus**	Strato
Wing Edge	**Rhyos**	Sniper
Air Anchor	**Bronotaur**	Zephyr Cape
Paladin Shield	**Hemophyte**	Force Shield
Elixir	**Cactrot**	Rename Card
Ogre Nix	**Sr. Behemoth**	Soul Sabre
Stunner	**Test Rider**	Strato
Tack Star	**Opinicus**	Rising Sun
Memento Ring	**Chupon**	Memento Ring
Gauntlet	**Vectagoyle**	Thunder Shield
Gold Hairpin	**Evil Oscar**	Dragon Horn
Graedus	**Karkass**	Dirk
Crystal Orb	**Borras**	Gold Hairpin
Crystal	**Borras**	Enhancer
Crystal Helm	**Dueller**	Diamond Helm
Crystal Mail	**Covert**	Ice Shield
Exp. Egg	**Steroidite**	Tintinabar
Aura Lance	**Land Worm**	Sky Render
Merit Award	**Covert**	Rename Card
Genji Helmet	**Fortis**	Crystal Helm
Genji Glove	**Hemophyte**	Thunder Shield
Genji Shield	**Retainer**	Thunder Shield
Genji Armor	**Borras**	Air Anchor
Tortoise Shield	**Steroidite**	Titanium

BET	OPPONENT	WIN
Tabby Suit	**Vectaur**	Chocobo Suit
Imp Halberd	**Allosaurus**	Cat Hood
Hardened	**Phase**	Murasame
Titanium	**Brachosaur**	Cat Hood
Thunder Blade	**Steroidite**	Ogre Nix
Scimitar	**Covert**	Ogre Nix
Relic Ring	**Sky Base**	Charm Bangle
Doom Darts	**Opinicus**	Bone Club
Sniper	**Borras**	Bone Club
Snow Muffler	**Retainer**	Charm Bangle
Economizer	**Vectagoyle**	Dragon Horn
Safety Bit	**Pug**	Dragon Horn
Gem Box	**Sr. Behemoth**	Economizer
Soul Sabre	**Opinicus**	Falchion
Tiger Fangs	**Mantodea**	Fire Knuckle
Charm Bangle	**Retainer**	Dragon Horn
Tintinabar	**Dark Force**	Exp. Egg
Cursed Shield	**Didalos**	Cursed Ring
Chocobo Suit	**Veteran**	Moogle Suit
Tao Robe	**Test Rider**	Tao Robe
Sneak Ring	**Tap Dancer**	Thief's Glove
Thief's Glove	**Harpy**	Dirk
Thief's Knife	**Wart Puck**	Thief's Glove
Dragon Claw	**Test Rider**	Sniper
Nutkin Suit	**Opinicus**	Genji Armor
Cat Hood	**Hoover**	Merit Award
Cursed Ring	**Steroidite**	Air Anchor
Fire Knuckle	**Tumbleweed**	Fire Knuckle
Punisher	**Opinicus**	Gravity Rod
Valiant Knife	**Woolly**	Assassin
Heal Rod	**Pug**	Magus Rod
Coronet	**Evil Oscar**	Regal Crown
Dragon Horn	**Rhyos**	Gold Hairpin
Falchion	**Outsider**	Flame Shield
Ninja Star	**Chaos Dragon**	Tack Star

BET	OPPONENT	WIN
Fenix Down	**Cactrot**	Magicite
Force Armor	**Sr. Behemoth**	Force Armor
Force Shield	**Dark Force**	Thornlet
Blizzard Orb	**Allosaurus**	Rage Ring
Drainer	**Enuo**	Drainer
Czarina Gown	**Sky Base**	Minerva
Break Blade	**Lethal Weapon**	Break Blade
Hero Ring	**Rhyos**	Pod Bracelet
Flame Shield	**Iron Hitman**	Ice Shield
Flame Sabre	**Evil Oscar**	Ogre Nix
Behemoth Suit	**Outsider**	Snow Muffler
Pearl Lance	**Sky Base**	Strato
Bone Club	**Test Rider**	Red Jacket
Aura	**Rhyos**	Strato
Muscle Belt	**Allosaurus**	Crystal Orb
Pod Bracelet	**Hemophyte**	Hero Ring
Minerva	**Pug**	Czarina Gown
Mirage Vest	**Vectagoyle**	Red Jacket
Marvel Shoes	**Tyranosaur**	Tintinabar
Sky Render	**Scullion**	Aura Lance
Murasame	**Borras**	Aura
Moogle Suit	**Madam**	Nutkin Suit
Moogle Charm	**Outsider**	Charm Bangle
Rising Sun	**Allosaurus**	Bone Club
Thunder Shield	**Outsider**	Genji Shield
Illumina	**Scullion**	Scimitar
Ragnarok	**Didalos**	Illumina
Megalixir	**Siegfried**	Tintinabar
Rename Card	**Doom Dragon**	Marvel Shoes
Ribbon	**Dark Force**	Gold Hairpin
Rainbow Brush	**Test Rider**	Gravity Rod
Red Cap	**Rhyos**	Coronet
Red Jacket	**Vectagoyle**	Red Jacket
Regal Crown	**Opinicus**	Genji Glove

SPECIAL ATTACKS

LEARN MOVES

Gau and Relm learn special attacks from enemies, which they can then use in battle. This chart shows the attacks that you can learn and the enemies that teach them.

Fight
Capture
Magic
Item
TERRA 4326
SHADOW 2766
LOCKE 4352
GAU 1041

ENEMIES

When fighting these enemies, use Leap, Sketch or Control to learn and use their attacks.

RAGE

This column shows the attack you can use when you select the indicated enemy from Gau's list.

SKETCH

Sketch allows Relm to use an enemy's on that foe. You can't select the actual attack.

CONTROL

The Fake Mustache activates Relm's Control command, which lets you select a foe's attack.

ENEMY	RAGE	SKETCH	CONTROL
Earthguard	Big Guard	PoisonTail Big Guard	Battle/PoisonTail/ Big Guard
Fortis	Fireball	Double Arm Shrapnel	Battle/Double Arm/ Fireball / Snowball
Lethal Weapon	Gravity Bomb	Metal Arm Megazerk	Hit/ Megazerk
Veteran	Condemned	Fight Roulette	Battle/ Doom/ X-Zone/Roulette
Outsider	Pearl	Fight Ruin	Battle/Metal Arm/ Tek Laser
Actaneon	Clamp	Clamp Aqua Rake	Battle/Clamp
Hemophyte	Shock Wave	Hit Shock Wave	Battle/Cursed Gaze/ Shock Wave / Pearl
Primordite	Numblade	Fight Numblade	Battle/Numblade
Opinicus	Slide	Riot Slide	Battle/Wind Slash/ Slide/Surge
Aspik	Giga Volt	Numb Spine Giga Volt	Battle/Paralyze/ Giga Volt
Adamanchyt	Acid Rain	Claw Blaster	Battle/Claw/ Acid Rain
Anemone	Giga Volt	Imp Giga Volt	Battle/Bolt 3/ Giga Volt
Apokryphos	L.3 Muddle	Silencer L.3 Muddle	Battle/Silencer/ L.3 Muddle/L.4 Flare
Tap Dancer	Slow 2	Waist Shake Slow 2	Battle/Waist Shake/ Slow 2/Haste
Areneid	Numb	Fight Numb	Battle/Numb
Rain Man	Bolt 3	Umbrawler Bolt 3	Battle/Umbrawler/ Bolt 3/Flash Rain
Greasemonk	Shell	Fight Lode Wrench	Battle/Lode Wrench/ Step Mine
Coelecite	Magnitude 8	Hypno Sting Magnitude 8	Battle/Hypno Sting/ Magnitude 8
Exoray	Virite	Doom Pollen Virite	Battle/Doom Pollen/ Virite
Io	Flare Star	Plasma Crush	Battle/Crush/Plasma/ Blaster
Innoc	Virite	Fight Lv. (#GP) Pearl	Battle/Lv. (#GP) Pearl
Nautiloid	Ink	Fight Ink	Battle/Ink
Ceritops	Giga Volt	Imp Giga Volt	Battle/Bolt 3/ Giga Volt
Covert	Wind Slash	Disappear Wind Slash	Battle/Disappear/ Wind Slash/Rage
Madam	Pearl	Flare Pearl	Battle/Flare/Pearl/ Ice 3
Harvester	Haste	Sickle Fire Wall	Battle/Sickle/Drain
Vulture	Shimsham	Blinder Shimsham	Battle/Blinder/ Shimsham
1st Class	Stone	Fight Ore Wrench	Battle/Ore Wrench
Wizard	Demi	Rasp Demi	Battle/Rasp/Demi/ Stop
Allosaurus	Doom	Doom Poison Claw	Battle/Poison Claw/ Doom
Were Rat	Poison	Fight Bite	Battle/Bite
Warlock	Pearl	Magic Drain Pearl	Battle/Magic Drain/ Pearl
Uroburos	Quake	Bio Quake	Battle/Bio/Quake
Power Demon	Flare	Flare Daze Dance	Battle/Daze Dance/ Flare
Enuo	Clean Sweep	Slime Clean Sweep	Battle/Slime/ Clean Sweep/Aqua Rake
Beakor	Duster	Fight Duster	Battle/Duster
Hornet	Iron Needle	Fight Iron Needle	Battle/Iron Needle
Whisper	Demi	Quarter Demi	Battle/Fire/Demi
Over Mind	Elf Fire	Fight Dread	Battle/Dread
Brontaur	Fire 3	Wall Fire 3	Battle/Wall/Fire3/ Meteor
Latimeria	Magnitude 8	Wind-up Magnitude 8	Battle/Wind-up/ Magnitude 8
Pipsqueak	Imp	Imp Roulette	Battle/Demi/Quarter
Tomb Thumb	Step Mine	Step Mine Dash	Battle/Dash/ Step Mine
Scrapper	Elf Fire	Knife Elf Fire	Battle/Knife/Elf Fire
Guard	Critical	Fight	Battle
Marshal	Wind Slash	Fight Charge	Battle/Charge/Bolt 3
Chaos Dragon	Disaster	Fight Disaster	Battle/Cinderizer/ Disaster/Meteor
Gabbldegak	Vanish	Gold Wrench Vanish	Battle/Gold Wrench/ Vanish
Ogor	Storm	Fight Meteor	Battle/Cold Dust/ Pearl Wind
Vindr	Acid Rain	Beak Acid Rain	Battle/Beak/Acid Rain
Aquila	Cyclonic	Flap Cyclonic	Battle/Flap/Cyclonic/ Shimsham

ENEMY	RAGE	SKETCH	CONTROL
Trilobiter	Poison Barb	Fight Poison Barb	Battle/Poison Barb/Poison
Red Wolf	Rush	Rush Revenge	Battle/Rush
Scullion	Dischord	Gamma Rays Exploder	Battle/Gamma Rays
Gigan Toad	Slimer	Croak Slimer	Battle/Croak/Slimer
Gigantos	Magnitude 8	Fight Throat Jab	Battle/Throat Jab/Revenge
Chimera	Aqua Rake	Frisky Aqua Rake	Battle/Frisky/Blizzard/Aqua Rake
Maliga	Remedy	Fight Scissors	Battle/Scissors/Remedy
Nohrabbit	Cure 2	Cure Cure 2	Battle/Cure/Cure 2/Remedy
Gilomantis	Shrapnel	Sickle Lode Stone	Battle/Sickle/Shrapnel
Sr. Behemoth	Fire 3	Sypno Gas Fire 3	Nothing
Wild Cat	Blaster	Pounce Blaster	Battle/Pounce/Blaster
Hazer	Bolt 2	Fight Drain	Battle/Drain/Fire
Borras	Revenge	Uppercut	Battle/Uppercut
Weed Feeder	Berserk	Fight Flap	Battle/Flap/Berserk
Mantodea	Wind Slash	Mind Reaper Wind Slash	Battle/Mind Reaper/Wind Slash
Gt. Behemoth	Meteor	Hay Maker Meteor	Battle/Hay Maker/Meteor/Fire 3
Eland	Bio	Stench Bio	Battle/Stench/Bio/Fire 3
Trixter	Fire 2	Fire Fire 2	Battle/Fire/Fire 2/Fire 3
Gloom Shell	Net	Rock Net	Battle/Rock/Net
Grenade	Blaze	Mesmerize Blaze	Battle/Mesmerize/Blaze/Fireball
Crawler	Step Mine	Feeler Step Mine	Battle/Feeler/Step Mine
Vermin	Scan	Bacteria Bio	Battle/Bacteria/Bio
Rhyos	Surge	El Nino Surge	Battle/Flare Star/Surge/El Nino
Ghost	Bolt 2	Fire X-Zone	Battle/Fire
Karkass	Bolt 3	Break Bolt 3	Battle/Break/Bolt 3/Flare
Barb E	Love Token	Slap Love Token	Battle/Slap/Muddle/Dispel
Brainpan	Blow Fish	Smirk Blow Fish	Battle/Smirk/Blow Fish
Commander	Break	Fight Fire	Battle/Fire
Tusker	Blizzard	Gore Blizzard	Battle/Gore
Commando	Reflect	Fight Program 65	Battle/Program 65/Shell
Psychot	Lifeshaver	Lifeshaver Mindshock	Battle/Mindshock/Lifeshaver
Brawler	Stone	Fight Punch	Nothing
Goblin	Bolt 3	Fire 3 Bolt 3	Battle/Fire 3/Bolt 3/Ice 3
Telstar	Sonic Boom	Launcher Tek Laser	Nothing

ENEMY	RAGE	SKETCH	CONTROL
Cactrot	Blow Fish	Mindsting Blow Fish	Battle/Mindsting/Blow Fish
Samurai	Lullaby	Flare Doom	Battle/Flare/Doom/Haste 2
Sand Horse	Sand Storm	Sand Storm Clamp	Battle/Clamp/Sand Storm
Sea Flower	Sleep	Fight Feeler	Battle/Feeler
General	Cure 2	Bio Attack Cure 2	Battle/Bio Attack/Cure 2
Rhobite	Life	Fight Incisor	Battle/Incisor
Exocite	Scissors	Fight Scissors	Battle/Scissors
Junk	Pep Up	Parallout Bolt 3	Battle/Parallout/Pep-up/Exploder
Templar	Fire 2	Fight Axe	Battle/Axe
Sky Cap	Megazerk	Atomic Ray Slip Anchor	Battle/Slip Anchor/Tek Laser
Joker	Bolt 2	Parasol Bolt 2	Battle/Parasol/Bolt 2/Acid Rain
Lobo	Tusk	Fight Tusk	Battle/Tusk
Sp. Force	Safe	Fight Blow	Battle/Blow/Safe
Sky Armor	Tek Laser	Backlash Tek Laser	Battle/Backlash/Tek Laser
Scorpion	Poison	Fight Doom Sting	Battle/Doom Sting
Sewer Rat	Incisor	Fight Incisor	Battle/Incisor
Ursus	Net	Scratch Fire 2	Battle/Scratch
Stray Cat	Catscratch	Catscratch Blaster	Battle/Catscratch
Spit Fire	Tek Laser	Propeller Tek Laser	Battle/Propeller/Tek Laser/Schiller
Vaporite	Blaze	Fight Slow	Battle/Slow
Sprinter	Aero	Drainbeak Aero	Battle/Drainbeak/Cyclonic
Specter	Fire	Bolt Fire	Bolt/Fire
Hoover	Sand Storm	Crush Sand Storm	Battle/Crush/Sand Storm/Quake
Parasoul	Flash Rain	Spin Slice Flash Rain	Battle/Spin Slice/Falsh Rain/El Nino
Cirpius	Haste 2	Fight Beak	Battle/Beak/Break
Crass Hopper	Berserk	Fight Flap	Battle/Flap
Trooper	Swing	Fight Swing	Battle/Swing
Hermit Crab	Net	Rock Net	Battle/Rock/Net
Slatter	Cave In	Choke Shimsham	Battle/Choke
Dark Side	Ice 2	Slip Touch Fire 3	Battle/Slip Touch/Fire
Didalos	Merton	Quake Poison Tusk	Battle/Flare/Flare Star/Blaster
Dante	L.3 Muddle	Quartz Pike L.3 Muddle	Battle/Quartz Pike/L.3 Muddle/Ice 2
Chaser	Plasma	Program 17 Plasma	Battle/ Program 17/Plasma/Dischord
Cluck	Quake	Lash Quake	Battle/Lash/Quake

ENEMY	RAGE	SKETCH	CONTROL
Critic	Condemned	Condemned Slip Seed	Battle/Slip Seed/Condemned
Kiwok	Imp	Imp Cyclonic	Battle/Remedy
Deep Eye	Dread	Dreamland Dread	Battle/Dreamland/Dread
Anguiform	Aqua Rake	Garrote Aqua Rake	Battle/Garrote/Aqua Rake
Soldier	Fire	Fight Scan	Battle/Scan
Tyranosaur	Meteor	Bite Aero	Battle/Bite/Slow/Haste
Sand Ray	Tail	Fight Tail	Battle/Tail
Rhinox	Life 3	Bane Strike Life 3	Battle/Bane Strike/Life 3
Allover	Quake	Fight Dead End	Battle/Dead End
Sky Base	Doom	Doom Giga Volt	Battle/Doom
Osteosaur	X-Zone	Fight	Battle/Fossil
Cephaler	Husk	Fight Husk	Battle/Husk/Stop
Buffalax	Slow 2	Fight Riot	Battle/Riot/Storm
Crawly	Heartburn	Fight Heartburn	Battle/Heartburn/Magnitude 8
Dueller	Mega Volt	Giga Volt Megahit	Battle/Megahit/Mega Volt/Giga Volt
Trilium	Bio	Fight Bane Touch	Battle/Bane Touch
Delta Bug	Mega Volt	Rush Mega Volt	Battle/Rush/Mega Volt
Toe Cutter	Shrapnel	Doom Sickle Shrapnel	Battle/Doom Sickle/Shrapnel
Cruller	Slimer	Brain Sugar Slimer	Battle/Brain Storm
Doberman	Bite	Fight Bite	Battle/Bite
Test Rider	Flash Rain	Gold Lance Flash Rain	Battle/Gold Lance/Flash Rain
Dragon	Revenge	Tail Revenge	Battle/Tail/Revenge/Blizzard
Zombone	Condemned	Bone Bolt 3	Battle/Bone/Poison/Bio
Fossil Fang	Sand Storm	Bone Sand Storm	Battle/Bone/Sand Storm/X-Zone
Trapper	L.3 Muddle	L.3 Muddle L.5 Doom	Battle/L.5 Doom/L.3 Muddle/L.4 Flare
Drop	Muddle	Mad Signal Muddle	Battle/Mad Signal/Muddle
Ralph	Tackle	Fight Tackle	Battle/Tackle
Pug	Break	Cleaver Break	Battle/Cleaver/Break
Pugs	Nothing	Fight	Nothing
pm Stalker	Drain	Poison Drain	Battle/Poison/Drain/Bio
Still Life	Lullaby	Bane Kiss Lullaby	Battle/Bane Kiss/Lullaby/Condemned
Ninja	Water Edge	Fire Skean Water Edge	Battle/Fire Skean/Water Edge/Bolt Edge
Soul Dancer	Osmose	Drain Osmose	Battle/Drain/Osmose/Fire 2
Necromancer	Doom	X-Zone Doom	Battle/X-Zone/Doom/Flare

ENEMY	RAGE	SKETCH	CONTROL
Neck Hunter	Imp	Mad Sickle Imp	Battle/Mad Sickle/Imp
Intangir	Pep-up	Step Mine Sleep	Nothing
Poppers	Stone	Imp Stone	Battle/Break/Stone
Woolly	Frost 3	Frenzy W. Wind	Battle/Frenzy
Repo Man	Exploder	Wrench Flare	Battle/Wrench
Poplium	Cling	Fight Slow	Battle/Slow
Bounty Man	Bite	Fight Bite	Battle/Bite
Bug	Stop	Fight Stone Spine	Battle/Stone Spine
Geckorex	Break	Petriglare Break	Battle/Petriglare/Break/Dread
Harpy	Cyclonic	Grip Cyclonic	Battle/Grip/Cyclonic/Aero
Punisher	Bolt 3	Fight	Battle
Parasite	Giga Volt	Mind Stop Giga Volt	Battle/Mind Stop/Giga Volt
Over Grunk	Bane Touch	Bane Touch Poison	Battle/Bane Touch/Muddle
Balloon	Exploder	Flare Up Exploder	Battle/Flare Up/Exploder
Wart Puck	Rasp	Fight Yawn	Battle/Yawn/Exploder
Pan Dora	Revenge	Hypno Gas Revenge	Battle/Hypno Gas/Revenge
Bloompire	Bio	Energy Sap Bio	Battle/Energy Sap/Bio/Doom
Humpty	Poison	Hug Poison	Battle/Hug/Poison
Peepers	Pearl Wind	Tail Pearl Wind	Battle/Tail/Pearl Wind
Gold Bear	Gouge	Fight Gouge	Battle/Gouge
Hades Gigas	Magnitude 8	Head Butt Magnitude 8	Battle/Head Butt/Magnitude 8
Mesosaur	Step Mine	T. Lash Step Mine	Battle/T. Lash/Step Mine
Figaliz	Dischord	Dischord Gunk	Battle/Gunk/Dischord/Raid
Phase	Blow Fish	Blow Fish Smirk	Battle/Smirk/Blow Fish
Bleary	Doom	Fight Slumber	Battle/Slumber/Dread
Brachosaur	Disaster	Step Mine Swing	Battle/Swing
Wirey Dragon	Cyclonic	Wing Cyclonic	Battle/Wing/Cyclonic
Dark Wind	Break	Fight Dive	Battle/Dive
Black Dragon	Storm	Sand Storm Fallen One	Battle/Sand Storm/Doom/Bolt 3
Dark Force	Clean Sweep	Clean Sweep L.5 Doom	Battle/L.5 Doom/Clean Sweep/Pearl Wind
Red Fang	Drain	Fight Rabies	Battle/Rabies
Baskervor	Cyclonic	Claw Absolute 0	Battle/Claw/Blizzard
Flan	Slimer	Slip Gunk Slimer	Battle/Slip Gunk/Slimer
Prussian	Land Slide	Fight Bear Hug	Battle/Bear Hug/Stone

ENEMY	RAGE	SKETCH	CONTROL
Pluto Armor	Tek Laser	Crash Tek Laser	Battle/Crush/Tek Laser/Schiller
Mind Candy	SleepSting	Fight Sleep Sting	Battle/Sleep Sting/Sleep
Tumbleweed	Lifeshaver	Blinder Lifeshaver	Battle/Blinder/Lifeshaver
Proto Armor	Nothing	Program 35 Tek Laser	Battle/Program 35/Tek Laser/Schiller
Abolisher	Poison	Duster Poison	Battle/Duster/Poison
Slam Dancer	Ice 2	Fire 2 Ice 2	Battle/Fire 2/Ice 2/Bolt 2
Vectagoyle	Aqua Rake	Giga Volt Aqua Rake	Battle/Giga Volt/Aqua Rake/Blaze
Vector Pup	Bite	Fight Bite	Battle/Bite
Vectaur	Pearl Wind	Tusk Pearl Wind	Battle/Claw/Pearl Wind
Heavy Armor	Tek Laser	Tek Laser Metal Hand	Battle/Metal Hand/Tek Laser
Behemoth	Meteor	Take Down Meteor	Battle/Take Down/Fire 3/Meteor
Rider	Virite	SilverPike Virite	Battle/SilverPike/Virite
Garm	Demi	Program 95 Frost 3	Battle/Program 95/Fire 2
Rhinotaur	Mega Volt	Mega Volt Giga Volt	Battle/Mega Volt
Apparite	Imp	Slip Touch	Battle/Slip Touch/Imp
White Dragon	Pearl	Flare Pearl	Nothing
Bogy	Oogyboog	Fight Oogyboog	Battle/Oogyboog
Fidor	Pounce	Fight Pounce	Battle/Pounce
Slurm	Slimer	Fight Heartburn	Battle/Heartburn/Magnitude 8/Quake
Bomb	Blaze	Exploder Blaze	Battle/Exploder/Blaze
Orog	Pearl	Bio Pearl	Battle/Bio/Pearl
Displayer	Doom	Rib Doom	Battle/Rib/Doom/X-Zone
Crusher	Lifeshaver	Blow Lifeshaver	Battle/Crush/Lifeshaver
Mag Roader1	Bio	Fight Wheel	Battle/Wheel
Mag Roader2	Mute	Fight Rush	Battle/Rush
Mag Roader3	Haste	Fight Wheel	Battle/Wheel
Mag Roader4	L.4 Flare	Fight Wheel	Battle/Rush
Magic Urn	Cure 3	Remedy Cure 3	Battle/Remedy/Cure 3/W. Wind
Doom Dragon	N. Cross	Fallen One N. Cross	Battle/Fallen One/N. Cross/S. Cross
M-Tek Armor	Tek Laser	Fight Tek Laser	Nothing
Harpiai	Aero	Aero Nail	Battle/Nail/Aero
Mandrake	Raid	Stone Touch Raid	Battle/Stone Touch/Raid
Dahling	Cure 2	Mute Cure 2	Battle/Mute/Cure 2
Misfit	Lifeshaver	Glare Lifeshaver	Battle/Glare/Lifeshaver

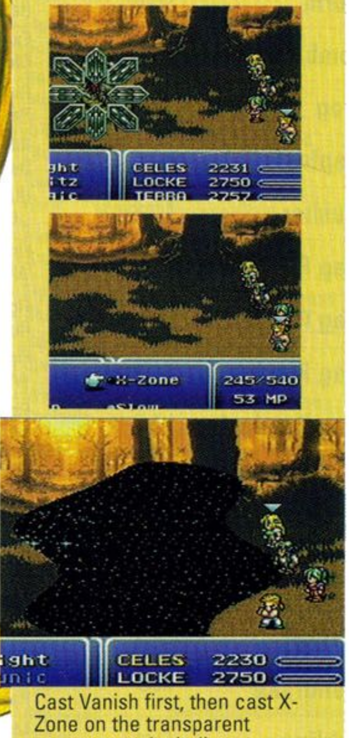
ENEMY	RAGE	SKETCH	CONTROL
Rhodox	Snare	Snare Near Fatal	Battle
Muus	Pep-up	Pep-up Gunk	Battle/Slimer/Pep-up
Steroidite	Blizzard	Rush Slide	Battle/Rush/Blizzard/Blaster
Mover	Merton	Fight Disaster	Battle/Big Guard
Hipocampus	Flash Rain	Acid Rain Flash Rain	Battle/Acid Rain/Flash Rain
Chitonid	Stop	Fight Carapace	Battle/Carapace
Vomammoth	Blizzard	Bear Claw Blizzard	Battle/Bear Claw/Blizzard
Iron Hitman	Dischord	Dischord Destroy	Battle/Destroy/Dischord/Tek Laser
Iron Fist	Stone	Fight Stone	Battle/Knee Kick/Stone
Mad Oscar	Sour Mouth	Drool Sour Mouth	Battle/Drool/Sour Mouth
Evil Oscar	Bio	Poison Sour Mouth	Battle/Sneeze/Poison/Sour Mouth
Retainer	Shock	Wind Slash Tradeoff	Battle/Tradeoff/Wind Slash/Condemned
Suriander	Aqua Rake	Yawn Aqua Rake	Battle/Yawn/Aqua Rake
Land Worm	Magnitude 8	Compress Magnitude 8	Battle/Compress/Magnitude 8/Lode Stone
Insecare	Flap	Fight Flap	Battle/Flap
Reach Frog	Slimer	Tongue Slimer	Battle/Tongue/Slimer
Spek Tor	Blaster	Scratch Blaster	Battle/Scratch/Acid Rain
Lizard	Break	Imp Remedy	Battle/Break/Dischord
Lich	Fire 2	Fire Fire 2	Battle/Fire/Fire 2/Fire 3
Chicken Lip	Quake	Lash Quake	Battle/Lash/Quake
Still Going	Osmose	Fight Slip Touch	Battle/Slip Touch
Leafer	Incisor	Fight Incisor	Battle/Incisor
Rinn	Fire	Fight Slow	Battle/Slow
Nastidon	Blizzard	Fight Hug	Battle/Hug
Osprey	Shimsham	Beak Shimsham	Battle/Beak/Shimsham
Boxed Set	Meteor	Mirror Orb Meteor	Battle/Mirror Orb/Meteor/Lode Stone
Lunaris	Face Bite	Fight Face Bite	Battle/Face Bite
Luridan	Land Slide	Horn Land Slide	Battle/Horn/Land Slide/Cave In
Pterodon	Fire Ball	Wing Fire Ball	Battle/Wing/Fireball
Gobbler	Shimsham	Silence Shimsham	Battle/Silence/Shimsham
Ing	Lifeshaver	Glare Lifeshaver	Battle/Glare/Lifeshaver
Nightshade	Charm	Poison Pod Charm	Battle/Poison Pod/Charm
Wyvern	Cyclonic	Slip Wing Cyclonic	Battle/Slip Wing/Cyclonic
Wild Rat	Fight	Fight Scratch	Battle/Scratch

SPECIAL STRATEGIES

On these pages are some slick tricks you can use to defeat enemies, build experience and obtain items that you might not find otherwise. Give them a try, but be forewarned that some of them make the game less challenging.

CAST TWO SPELLS TOGETHER

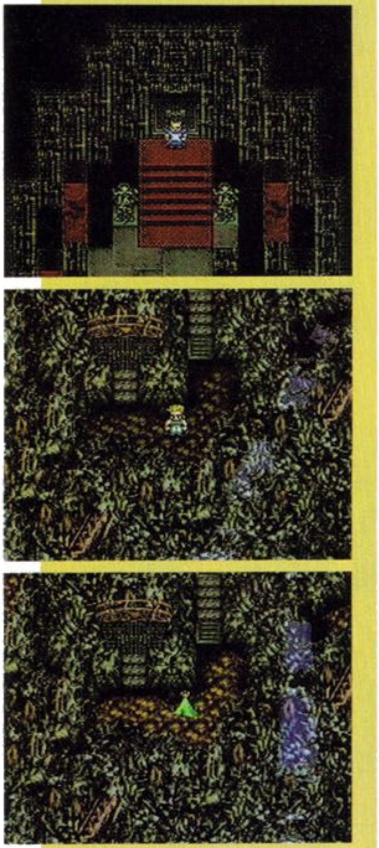
Vanish and X-Zone make a magical combination. Although you would normally cast Vanish on one of your own party members to make him or her disappear, use it instead on your enemy. Have the next person in the battle rotation cast X-Zone on the transparent enemy to make it completely disappear in one fell swoop. Combining Vanish with the Doom spell works the same way, so give it a try, too. This trick works on most enemies, including major ones that you would usually defeat only by battling at length. Using this strategy can save you lots of time, MP and HP in the long run.



Cast Vanish first, then cast X-Zone on the transparent enemy to make it disappear. Doom works well, too.

CAMP AT A SAVE POINT

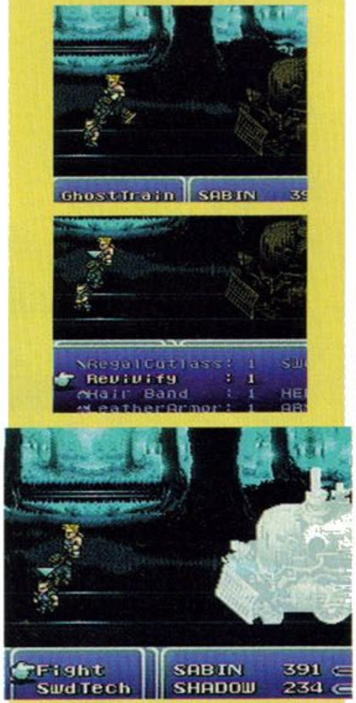
At some points in the game, you'll field more than one team and have them split up to do certain tasks. You can use this strategy to keep them all healthy. When you reach a Save Point with one team, pitch a Tent to recover all HP and MP. Now, before you leave the Save Point, switch to your other teams. You'll find that they'll be able to pitch Tents and recover fully, too, as long as the original team stays on the Save Point. This trick can be a real lifesaver in treacherous places such as the Phoenix Cave and Kefka's Tower.



You can refresh all three parties by putting one on the Save Point and switching to the others.

REVIVIFY THE UNDEAD

The Revivify item is very useful for reversing the effects of Zombie spells. When one of your party is affected, Revivify instantly returns him or her to normal. The item has another very useful purpose. The Undead enemies in the game are some of the most difficult to defeat. To defeat them with little effort, use Revivify on them. Because they're Undead, and apparently would like to stay that way, the life spell has a negative effect, instantly destroying them. This technique will come in handy in places such as the Phantom Forest, the Phantom Train, and anywhere that Undead prowl. Try other recovery items and spells on the Undead, too.

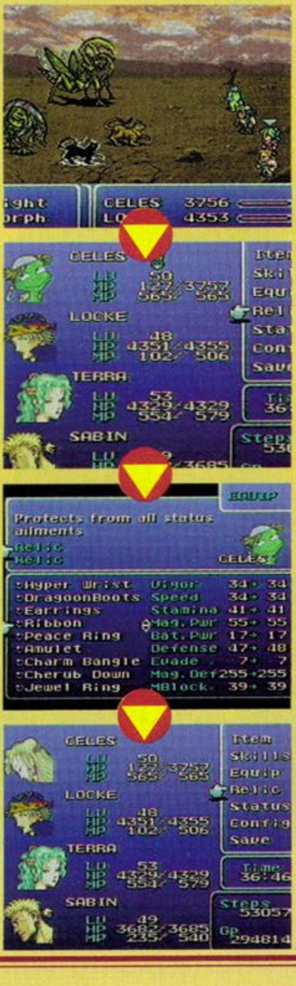

GhostTrain
SABIN
RegalCutlass: 1
Revivify : 1
Hair Band : 1
LeatherArmor: 1
Fight
SwdTech
SABIN 391
SHADOW 234

The Undead are happy just the way they are. Even enemies such as the Phantom Train quickly fall prey to Revivify.

USE RELICS TO RECOVER

You can save items and MP by using Relics to reverse the effects of some Status Ailments. For example, if one of your party members has been turned into an Imp and you don't want to use a Green Cherry or Imp spell, you can simply equip one of the Relics that prevents the condition, such as the White Cape or the Ribbon. The same technique can reverse the effects of Poison and Dark spells, too.

CONDITION	RELICS
POISON	AMULET, FAIRY RING, STAR PENDANT, RIBBON
DARK	AMULET, FAIRY RING, GOGGLES, RIBBON
IMP	WHITE CAPE, RIBBON

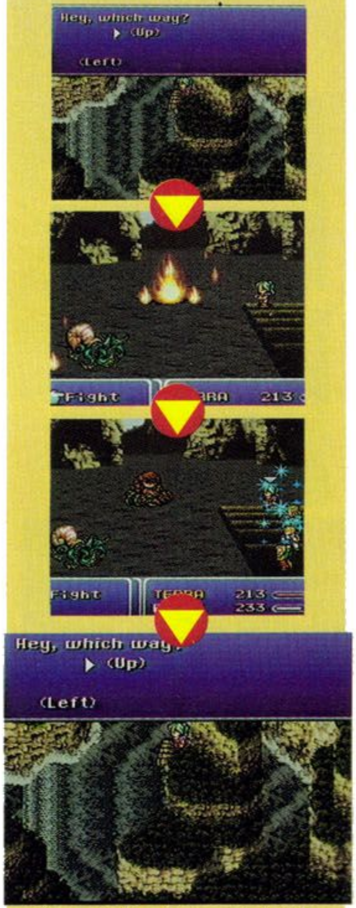


Protects from all status ailments

CELES 3756
4353
CELES
LOCKE
TERRA
SABIN
Item
Skills
Equip
Relic
Status
Config
Save
EQUIP
Relic
Relic
Hyper Wrist
DragoonBoots
Earrings
Ribbon
Peace Ring
Amulet
Charm Bangle
Cherub Down
Jewel Ring
Vigor
Speed
Stamina
Mag.Pwr
Bat.Pwr
Defense
Evade
Mag.Def
MBlock
Time
Steps
GP

RAISE YOUR LEVEL

There is a place early in the game where you can easily raise your members' experience levels. When the story line branches and Sabin, Edgar, Terra and Banon begin their raft trip down the Lete River from the Returners' Hideout to Narshe, take a loop up after the first Save Point. Go up every time you come to the fork in the river, and fight your way around the loop, building experience. As you raise your levels, Banon can keep casting Health on the party members to keep their energy up.



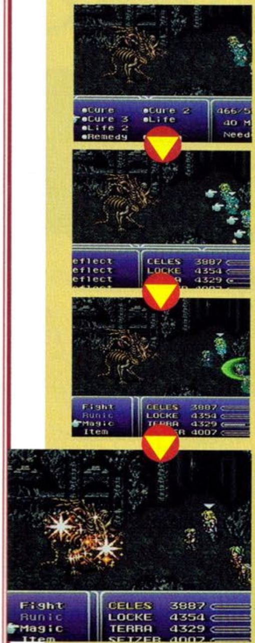
Hey, which way?
(Up)
(Left)

Fight
TERRA 213
233

Keep circling the loop to build experience. Raising your levels here will make the next sections easier to complete.

TWO USERS FOR WALL RINGS

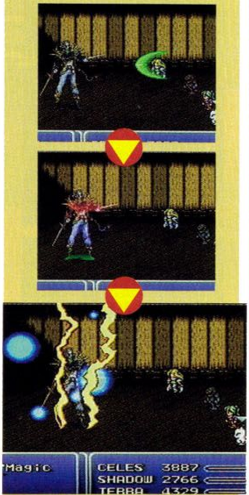
Usually, you equip Wall Rings to reflect attacks on your party. They're also useful, though, for attacking enemies equipped with reflective Relics or spells themselves. If you cast spells on an enemy equipped with reflective protection, the spell will bounce back and damage your own team. Instead, cast the spell on a member wearing a Wall Ring. The spell will bounce off and strike the enemy. A deflected spell doesn't deliver as much damage as one cast directly, but it's effective, nevertheless.



Don't cast a recovery spell on a party member wearing a Wall Ring—it will bounce off and heal the enemy if you do.

MUDDLE THE MAGE MASTER

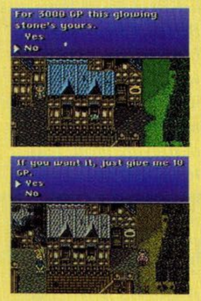
Your first meeting with the Mage Master who lives at the top of the Fanatics' Tower is likely to be short—and definitely not sweet. He's a very crafty fighter who is skilled at using magic. It's difficult to use magic attacks against him because his weak point changes every few seconds. As soon as you discover what it is, the weak point changes. You can make him stop switching his weak point by casting a Berserk spell on him. Once he becomes confused and muddled, you can begin attacking him with powerful magic attacks that will make the battle much easier. Use the same technique when you face other powerful enemies that rapidly rotate weak points.



Cast Berserk on the Mage Master to make him stop changing his weak point, then attack him with magic spells.

BUY AT A DISCOUNT

Although you find or earn most of the Espers, you'll have to buy Sraphim, and you can pay a little or pay a lot depending on when you shop. The man who has the Esper wants 3,000 GP for it if you approach him in the World of Balance. In the World of Ruin, he'll sell it for a measly 10 GP.

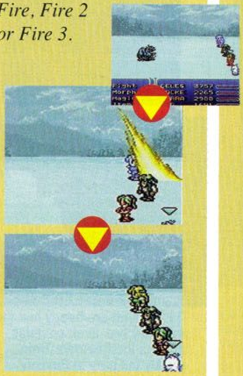


For 3000 GP this glowing stone's yours.
Yes
▶ No

If you want it, just give me 10 GP.
▶ Yes
No

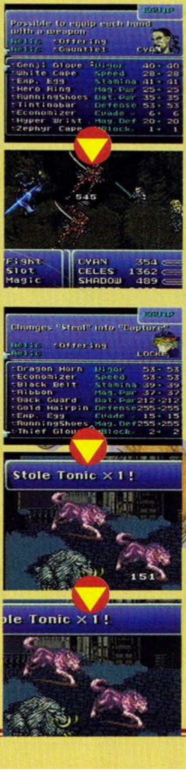
DEFROST YOUR FRIENDS

If an enemy freezes a teammate with Cold Dust or N. Cross, you can thaw him or her quickly using a spell of your own. Defrost the frozen friend by casting Fire, Fire 2 or Fire 3.



POWERFUL PAIRS OF RELICS

The Offering enables its user to attack four times in every turn. You can maximize the attack by pairing the Offering with the Genji Glove, which allows its wearer to carry a weapon in each hand and to attack with each. Without the Offering, someone wearing the Genji Glove can get in two licks during each attack; with the Offering, that same person can strike eight times! Another way to use the Offering is to have Locke equip both it and the Thief's Glove. Thus equipped, he can Steal four times.



EQUIP
Possible to equip each hand with a weapon
Relic :Offering
Relic :Gauntlet
CYAN
:Genji Glove Vigor 40→ 40
:White Cape Speed 28→ 28
:Exp. Egg Stamina 41→ 41
:Hero Ring Mag.Pwr 25→ 25
:RunningShoes Bat.Pwr 35→ 35
:Tintinabar Defense 53→ 53
:Economizer Evade 6→ 6
:Hyper Wrist Mag.Def 20→ 20
:Zephyr Cape Block 1→ 1

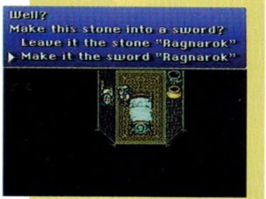
EQUIP
Changes "Steal" into "Capture"
Relic :Offering
Relic
LOCKE
:Dragon Horn Vigor 53→ 53
:Economizer Speed 53→ 53
:Black Belt Stamina 39→ 39
:Ribbon Mag.Pwr 37→ 37
:Back Guard Bat.Pwr 212→212
:Gold Hairpin Defense 255→255
:Exp. Egg Evade 15→ 15
:RunningShoes Mag.Def 255→255
:Thief Glove Block 2→ 2

Stole Tonic ×1!

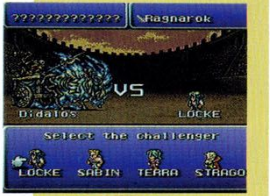
Stole Tonic ×1!

WAGER FOR ILLUMINA

In the World of Ruin, when Locke gets the Ragnarok Esper in the basement of the Weapon Shop in Narshe, he has the option of taking the Esper as it is or having it changed into a Sword. Both are powerful. If Locke takes the sword, he can later bet it at the Colosseum. If he wins, he'll receive the Illumina Sword, an incredibly powerful weapon that will be a great asset to the party.

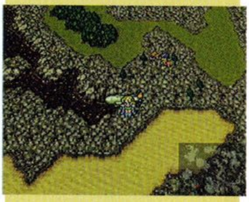


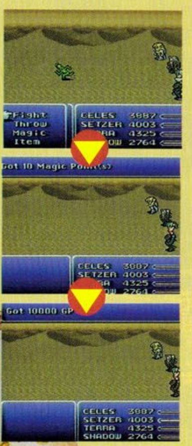
Well?
Make this stone into a sword?
Leave it the stone "Ragnarok"
▶ Make it the sword "Ragnarok"


?????????????
Ragnarok
VS
Didalos
LOCKE
Select the challenger
LOCKE
SABIN
TERRA
STRAGO

BATTLE CACTROT

Cactrot is a strange, vegetable-like enemy that resides in the desert south of Maranda. If you defeat it in battle, your Magic Points will increase by ten and you'll receive 10,000 GP. When you meet Cactrot, be sure that Edgar is part of your traveling team and have him attack with either his Drill or his Chain Saw.



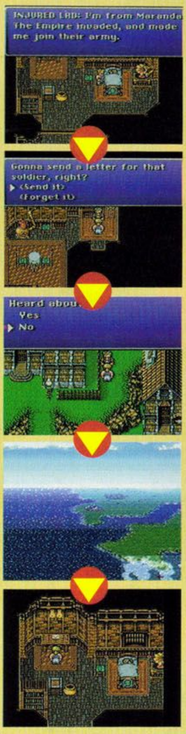

Fight
Throw
Magic
Item
CELES 3887
SETZER 4003
TERRA 4325
SHADOW 2764

Got 10 Magic Point(s)

Got 10000 GP

SAVE SOME GP

You can save some GP in Mobliz if you talk to the right people. After you write the letter for the soldier, take it to the man with the pigeons and pay him 500 GP to mail it. To receive a reply, you can pay to stay at the Inn. A reply will be waiting in the soldier's house in the morning. You can save the rent, though, by talking to the right villager. Mail the letter but don't stay at the Inn. Instead, talk to the man who tells about the Serpent Trench, then go to the soldier's house to find the reply.



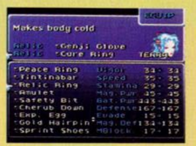
INJURED LAD: I'm from Maranda. The Empire invaded, and made me join their army.

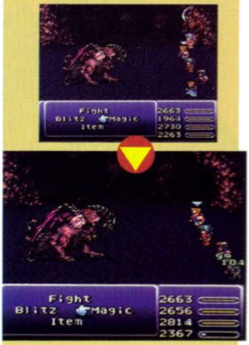
Gonna send a letter for that soldier, right?
▶ (Send it)
(Forget it)

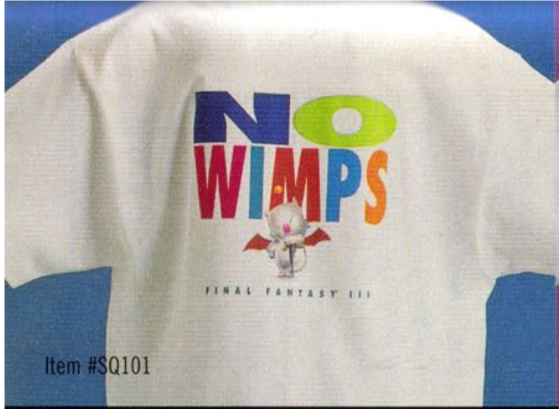
Heard abou...
Yes
▶ No

SAVED OR DOOMED?

You'll quickly learn, both from giving and receiving, that the Doom spell spells death. Believe it or not, it actually has some properties that can heal your party members under the right circumstances. You must have the Relic Ring to try this trick. First, have one of your party members equip the Relic Ring. Next, cast the Doom spell on the person wearing the ring. Magically, the spell will heal, not destroy. In fact, the spell will restore all HP to all members of the party. It's a great strategy to use when you're being beaten up in an important battle.


EQUIP
Makes body cold
Relic Genji Glove
Relic Cure Ring
TERRA
Peace Ring
Tintinabar
Relic Ring
Amulet
Safety Bit
Cherub Down
Exp. Egg
Gold Hairpin
Sprint Shoes
Vigor 34 34
Speed 35 35
Stamina 29 29
Mag.Pwr 45 45
Bat.Pwr 443 443
Defense 167 167
Evade 15 15
Mag.Def 134 134
MBlock 17 17


Fight
Blitz
Magic
Item
2663
1963
2730
2263
104
2663
2656
2814
2367



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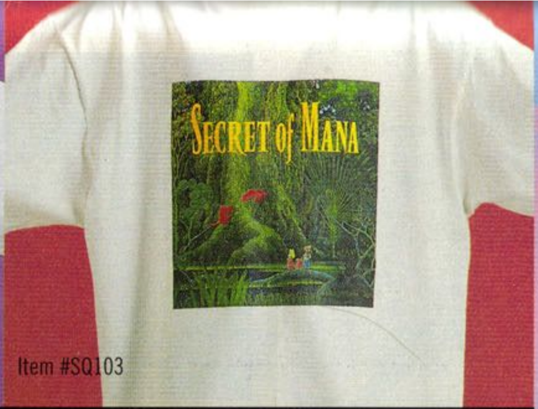

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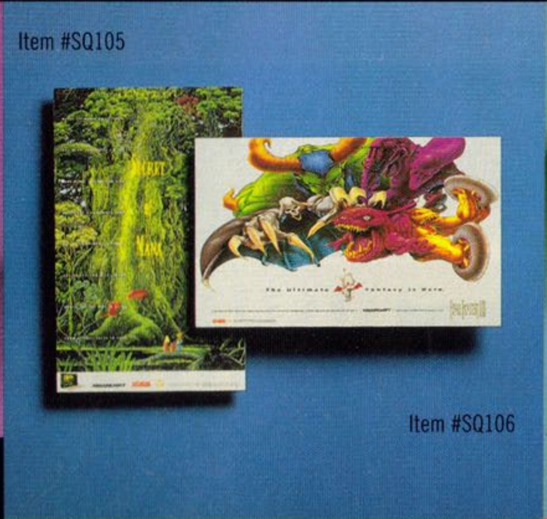

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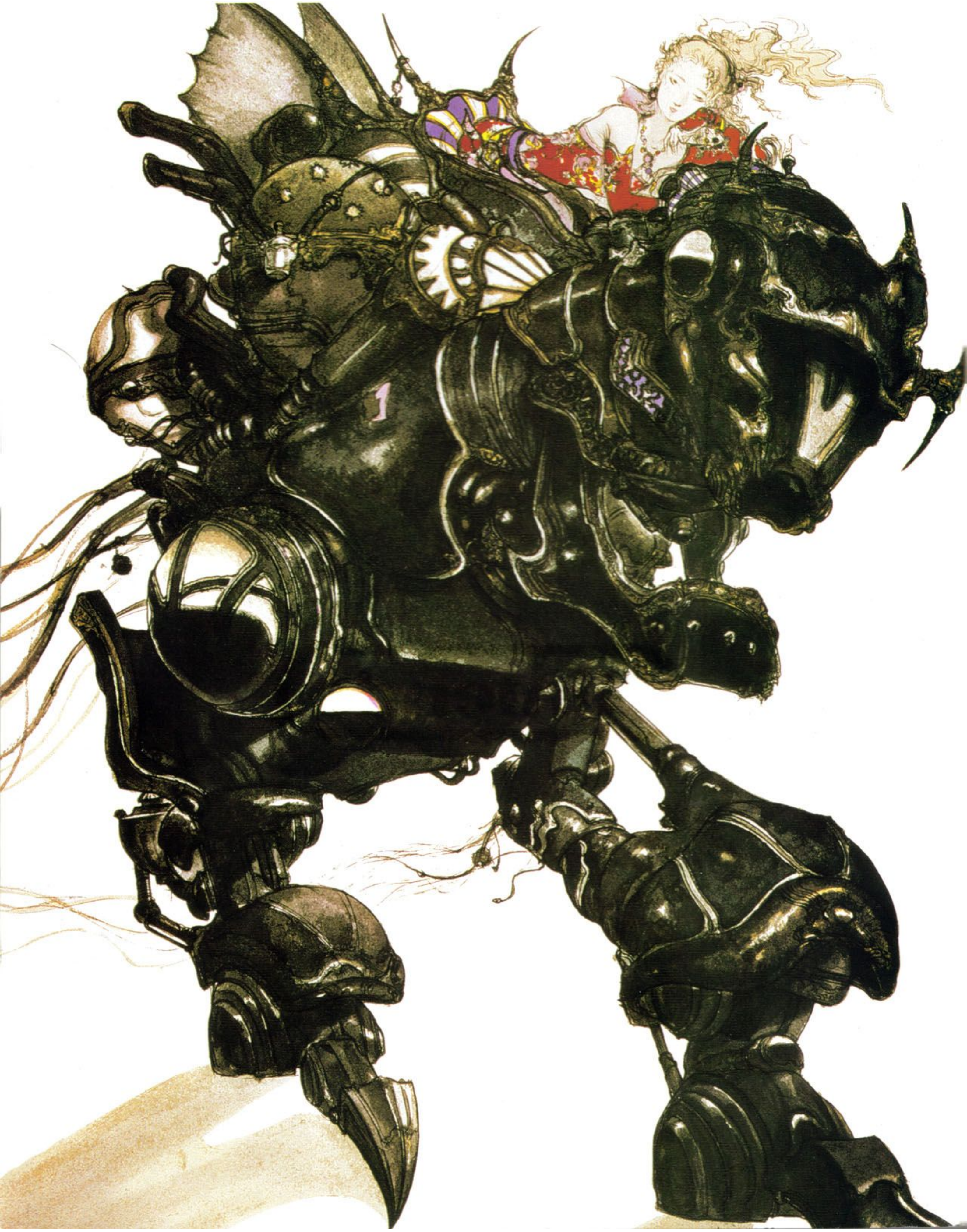

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